

# TOTAL!

**100% FOR PLAYERS OF  
NINTENDO**

■ Super NES  
■ Game Boy  
■ NES

Independent Nintendo mag from Future Publishing

# SPOOK!

**The Addams Family  
come to visit**  
Exclusive  
pics and  
words inside!

**WIN!**

The Addams  
Family games  
for your  
Nintendo!

Hey! See me in  
the definitive  
review of  
StarFox - on  
page 30!

April 1993

Issue 16

£2.25

**SUPER  
NES!**



StarFox  
Super SWIV  
Lethal  
Weapon  
Syvalion

**NES!**



Home Alone 2  
Bucky O'Hare  
Pirates  
Noah's Ark  
Burai fighter

**GAME  
BOY!**



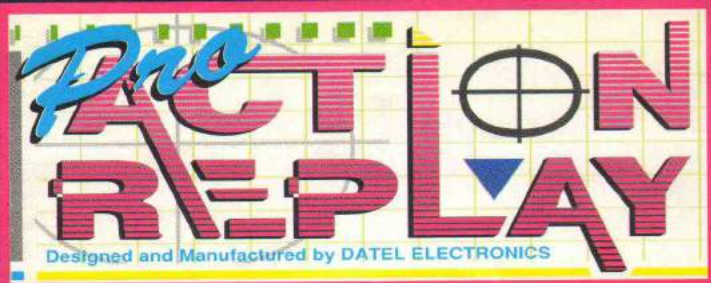
Mega Man 3  
Speedball 2  
Wave Race  
Titus The  
Fox



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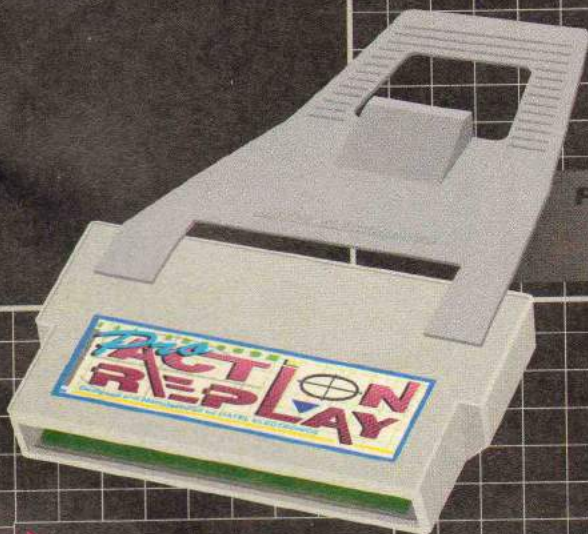
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**NINTENDO**

■ Super NES  
■ Game Boy  
■ NES

Issue 16

April 1993

TOTAL is Britain's biggest-selling mag for Nintendo gamers.  
FACT: Number of people who buy TOTAL each month:

80,227

# CONTENTS

**6** News

Welcome to the News at Six, read to you tonight by... well you, actually! First up, two staff writers arrested at Toy Fair for posing as reporters.



**10** Charts

## Charts

You could use them for sailing across the Atlantic, but they're also dead useful for seeing which Nintendo games are tops this month.

**26** Letters

## Letters

You write 'em and we try to cobble together a semi-sensible answer. We've got about a 70% success rate, but hey, you still win some Philips Moving Sound Gear.

**20** Previews

## Previews

Nintendo wannabees this month include: Putty, Super Strike Eagle and King Arthur's World on the SNES, Robocod, Starhawk and Universal Soldier on Game Boy, and Jimmy Connors Tennis on the NES.

**12**

## The Addams Family - hunting with Puggers

Ocean's latest ensemble, Pugsley's Scavenger Hunt, takes the stage this month. The game is a spin-off from the cartoon, now showing in the States, and not from a second Addams Family film. Don't forget, you've got the chance to win yourself a copy of the game for your Nintendo, courtesy of those lurvely peeps at Ocean. Cheers, chaps.



Cover artwork courtesy of Ocean Software. Thanks!



## Starfox

**30**

Yee-ha! This is the first Super NES game with the Super FX chip on board. We tried out the game, with its polygon graphics, and guess what? There wasn't a single parrot in sight! (Polly gone? Geddit? Oh never mind. It wasn't particularly funny anyway.)



**WIN!**

A copy of  
Pugsley's  
Scavenger Hunt  
on NES, GB  
or SNES



# EVENTS

## TOTAL Tactix

Probo-problems are a thing of the past thanks to our kill 'em dead player's guide. Plus Zelda: the second-to-last instalment.



**KABOOM!** The SNES version of Probotector smashed to smithereens by our player's guide.



**BANG!** Probotector on the NES blown to bits. Charge though even the toughest levels with guns blazing.



**BLEEP!** Probo on the Game Boy busted - no need to lose any more sleep over the best 'Boy blaster!

## Fast find!

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## CONTACTS

### Editorial

Future Publishing,  
30 Monmouth Street,  
Bath BA1 2BW

Telephone 0225 442244

### Subscriptions

The Old Barn, Somerton,  
Somerset TA11 7BR

Telephone 0458 74011

## The TOTAL reviews - get the best for your Nintendo!

If you only buy one cart this month, we reckon it should be one of these three. Then check out the full list of reviews below...



### STARFOX

Check out our four-page extravaganza on the hottest new game for your SNES. Starfox is going to be huge!

**Super Swiv** Page 34

**Lethal Weapon** Page 36

**Syvalion** Page 38

**SNES Round-up**



### MEGA MAN 3

Despite his silly first name, we put Mega Man through his paces.

**Wave Race** Page 48

**Speedball 2** Page 49

**Titus The Fox** Page 50

**Wordtris** Page 53



### NOAH'S ARK

Biblical bouncing with the old dude who likes animals. Water classic this is! (Groan).

**Bucky O'Hare** Page 54

**Burai Fighter** Page 57

**Pirates** Page 58

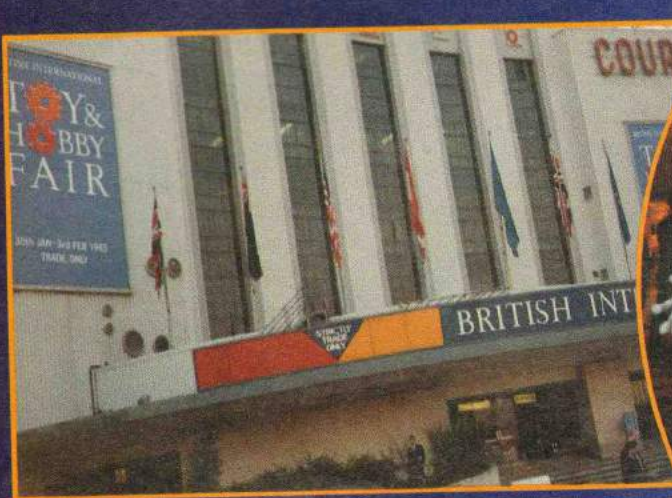
**Home Alone** Page 62



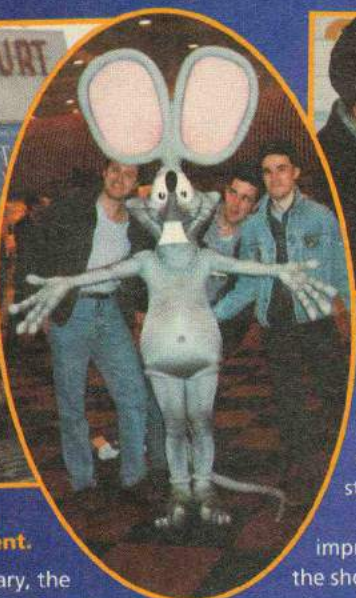
# TOTAL TALK

Shows, games, competitions and the odd bit of newsy stuff. If it's even vaguely Nintendo-related, you'll find it here!

## Planes, trains and Superdecks



Earls Court. Okay, it looks a bit boring from the outside, but inside were loads of fab toys like, er, this giant rodent.



Here's a world exclusive picture of the top secret Mega Drive version of Street Fighter II in action.

managed to take a look at what new Nintendo-ey stuff was around.

The most impressive thing at the show was from Hornby, who make the

Game Genie range. They had a brand new adaptor on show that lets you play NES games on the Super Nintendo. The Superdeck System Adaptor fits into the top of the SNES and a NES and SNES game are plugged into the Superdeck.

This is great news for SNES owners hungry for a challenge as there are tons of brilliant NES games out there (like SMB3, Rainbow Islands and Probotector) which are now available for under £25. As an added bonus

the Superdeck acts as a converter letting SNES owners play imported SNES and NES games. Superdeck will be released in May and it'll set you back £29.99 – not bad for a brand-new game system.

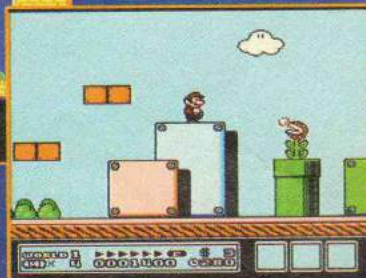
As well as the Superdeck there were a few other goodies at the Toy Fair, including Mario, Street Fighter II and Tiny Toons LCD games and a Street Fighter II game with two plastic warriors slugging it out with each other – it kept Jim and Chris playing for ages.

Nintendo were showing off the eye-poppingly stunning StarFox on a massive four-TV set-up – check out our equally stunning four-page review on page 30 for full details of this fab game. Other new carts on show included Mario Paint on the SNES and James Bond Junior on the NES (which you can catch in this month's Previews section).

**COMING SOON!**



**B**ack in February, the British International Toy Fair took place at Earls Court in hustly-bustly London, and TOTAL's intrepid reporting trio (Steve, James and Chris) were there to play with the Scalextric sets, wreck a couple of climbing frames and pose with an over-sized mouse. Tearing themselves away from the model Ferraris for a minute or two, the team also



The new Superdeck adaptor will let you play great NES games like these on your Super NES.





# Reach for the Sky

**F**ollowing the success of GamesMaster and Bad Influence, Sky TV is launching its own computer games show. Called Games World, it'll be on five nights a week from 6.00 to 6.30pm. Each night will have a different show: a knockout championship, a reviews night, a tips night, a phone-in game show and 'Beat the Elite' – which is just like Gladiators except that the contestants take on a group of weird characters at video games.



This rum-looking bunch are the 'Videators' – Sky TV's own video-gaming gladiators.



Neil West, the video games world's very own Bob Monkhouse. What a star, eh?

Co-presenting the Tuesday night reviews show, 'The House Of Games', will be Neil West, editor of Mega magazine and a big chum of TOTAL – he was our reporter from Las Vegas in last issue's TOTAL Talk. The lucky git also pops up on GamesMaster a lot. Neil says: 'House Of Games is kind of like Juke Box Jury.

Without Jools Holland, of course. Oh, and with more video games.

And it's kind of set in a House Of Horror.'

Thanks a lot, Neil, that's, er, much clearer. Games

World starts transmission on Sky One in March, and is produced by Hewland, the folks who make the Gamesmaster TV show.

# Stateside snippets!

## ALL-AMERICAN 'BOY

Nintendo have just announced a change in Game Boy pricing in the States. From now on, Americans will be able to buy a Game Boy on its own – without Tetris, Game Link cable or headphones – for just \$49.95 – that's only £34.60 at current exchange rates! (And there are already over 12 million GB owners in the USA.) Nintendo Of America also claim that there will be 50 new Game Boy carts released by the middle of

1993, bringing the total to 250.

And amongst that lot is the long-awaited The Legend Of Zelda: Link's Awakening. The Zelda games on NES and SNES have sold a staggering 7 million copies and Game Boy Zelda will be the biggest GB cart yet – it's a whopping four megabits. It's sure to top the US charts when it comes out in June.

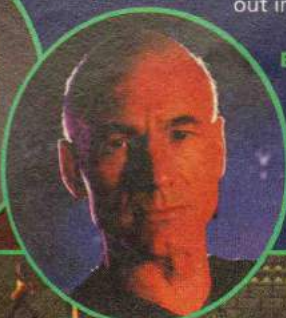


Zelda for the Game Boy in June!

## STAR TREKKING

Just as the Star Trek TV series is about to finish in the States (and be replaced by the all-new Star Trek: Deep Space Nine) Spectrum Holobyte are working on a SNES game of the show. It promises to feature all the show's characters and many different areas of the

Enterprise. Gameplay looks to be an impressive mixture of arcade adventure, flight sim and puzzler but don't expect to see it here for ages – it won't be out in the US till October.



Both these men are grouchy old leaders but one boldly goes and the other goes bald. Which is which?



The Next Generation may be from America's TV screens but it'll soon be out on the SNES.

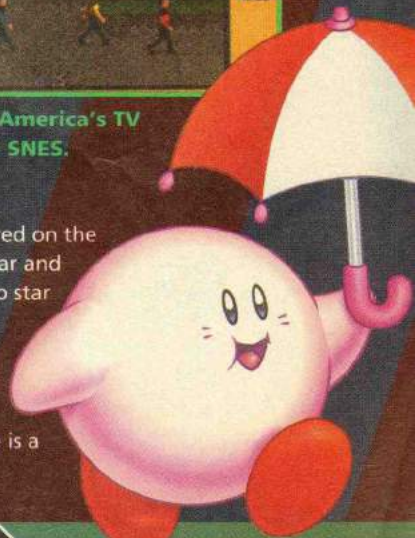
## KIRBY'S BACK



Kirby first appeared on the Game Boy last year and now he's going to star in an NES game.

Kirby on the Game Boy had

super gameplay but was ludicrously simple, so let's hope that the NES game is a bit more of a challenge.

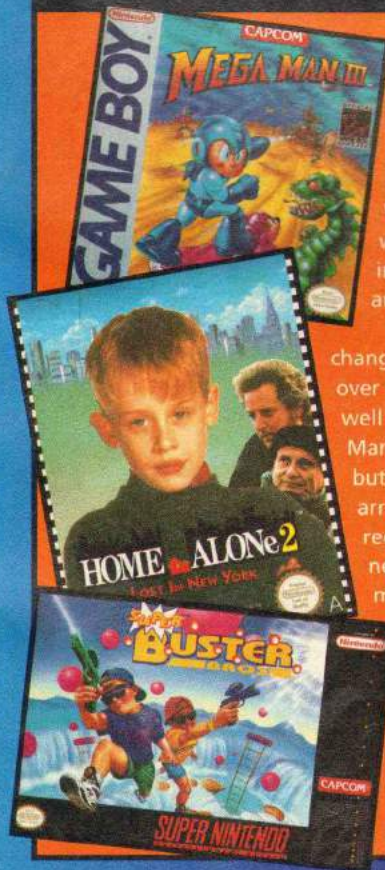


# Nintendo takes over UK

**G**ot a Nintendo machine? Then you've probably read all the bump that comes with it and you'll no doubt have seen the name Bandai plastered all over the place. Just who or what is Bandai, we hear you ask. Well, Bandai is a toy company which were given the licence by Nintendo to import Nintendo machines and games and sell them in the UK.

However, that situation is about to change. From April Nintendo will be taking over the selling of their own machines as well as Nintendo's own software, such as Mario, Zelda and StarFox. The lower distribution costs resulting from this new arrangement will almost certainly mean reduced software prices, which is good news for everyone. It could also mean more official releases, or more games coming out at the same time as they do in the USA – we'll have to wait and see.

Could all these games come down in price under Nintendo's new distribution system? Dunno yet, but here's hoping!





## THE ULTIMA-TE SNES GAME

The Ultima series of games has been on every computer format in existence (even the NES, although sadly the cart was never released in the UK), and now Ultima VI: The False Prophet has just come out in the US for the Super Nintendo. Like the rest of the Ultima series, it's a heavy-duty role-playing game which is destined to be big, complex and take ages to play. No news yet of a UK release but check the importers in TOTAL Traders if you're desperate for a quest.

## PLAY ON THE PHONE

A new add-on for the NES is the curious Teleplay system. We thought at first it was a conventional modem adapted to allow two NES owners play head-to-head against each other down the phone line. But now it appears that you'll only be able to play games specifically written for the Teleplay system, which is to come bundled with one game – a shoot 'em up called Terran Wars. It's not an official Nintendo product so chances of it being successful enough to make it over here are slim. More news if and when...

## YOU TAKE ME HIRE

Game carts are pretty expensive so it's no surprise that people want to rent instead of buying. Sadly, there are very few places in the UK where you can rent video games, but it's big business in America, with major chains of video libraries stocking carts as well. There are even charts for the most-rented games: top renters are NBA Basketball and Spider-Man: Sinister Six on the NES, and Super Mario Kart on the SNES.



America's most rented – Spider-Man and Mario Kart.

## LOOK NO HANDS...



## ...ALMOST!

Here's a weird new NES controller... The one-handed Grip It hasn't got switches in the base like yer ordinary joystick has – for the simple reason that it hasn't got a base! Instead, it's got motion sensors inside the stick that can tell which way you're moving your hand (don't ask us how!). There was a similar stick like this on sale in the UK a few years ago but no one bought it, so don't hold your breath waiting for Grip It to appear in the shops over here.

## SEQUELMANIA

The Yanks always seem to get new games ages before we see 'em over here, and it's the same story for sequels as well. Already on sale in the States are Adventure Island 3, Bomberman 2, Mega Man 4 and Mega Man 5 on the NES. Super NES owners have F1 ROC 2 (the sequel to F1 Exhaust Heat) and The Addams Family 2. Let's hope these games make their way over here soon (and you can be sure to see full reviews in TOTAL when they do).

# Ultraman, the movie

Yep, believe it or not, one of the cheesiest SNES games around has now been made into a TV series. The game scored a less than stunning 26% in issue 11 of TOTAL and is without a doubt one of the worst SNES games we've seen. Still, there's no accounting

for taste and Ultraman, or at least the Japanese comic book character

he's based on, was popular enough for a movie to be made of his exploits – in Australia, of all places! It's just like one of those old Godzilla movies and seems to be an excuse for some blokes to fight each other in ridiculous monster costumes. And all the Aussie actors sound as if they failed the audition for Neighbours.

Fist Of The North Star – another Japanese comic book – has also been made into a movie and it's going to become a Super NES game

in the near future as well. Let's hope it's a bit better than Ultraman. Both Fist Of The North Star and Ultraman (the movies) are available from video stores.



Fist Of The North Star – comic, film and soon to be a SNES game

## GAMER ★ STAR GAMER ★ STAR G



**Famous Nintendo  
Gamer  
Number 13  
David Bowie**

**STAR  
GAMERS**

On almost every press release we see from Nintendo they drop in a reference to how many famous people play Game Boys, and the latest addition to their list is none other than David Bowie.

For those who've never heard of him, Dave was a pop star back in the '70s (when he wore some incredibly crap clothes) and he's so rich now that he hardly bothers making records any more – he just appears at the odd benefit gig

now and again.

When you're suffering from that old pop star problem of being extremely rich and very bored, what better to liven up your life than a Game Boy?

David probably spends most of his time playing Spider-Man or any odd spacey game that takes his fancy (listen to some of his old records to find out why).



## This bloke's a Genie-us!

There's one thing everybody who plays video games wants at some point, and that's cheats to help them beat a game.

Since last year, NES owners have been able to get their mitts on a Game Genie to input special codes – these give you extra lives, lots of weapons, etc. or can even make a game tougher.

What you might not know is that there's a special helpline which Game

Genie users can ring to get new cheat codes for the latest games. It's open from 12pm to 7pm weekdays and from 8am till 12pm

on Saturdays. It's the work of one man, Mark Stoneham (nice waistcoat, Mark!), and he's kept busy, cos the Helpline gets about 150-200 calls a day! (The calls are charged at normal rates, so it's not too expensive.)

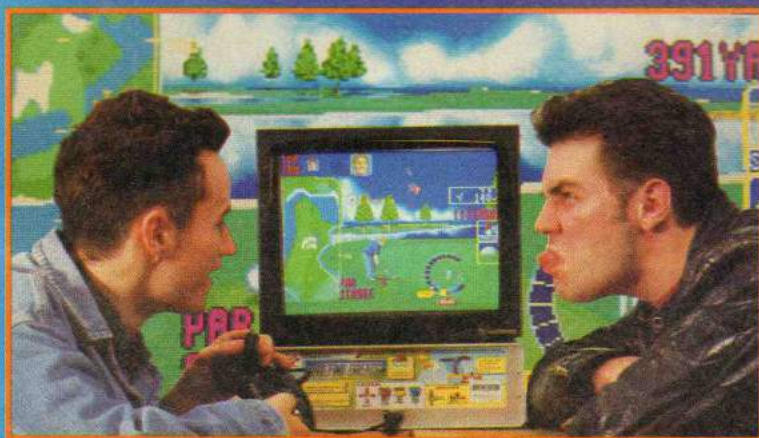
You can call the Game Genie Helpline on 0843 321088.



Marky Mark and his funky, er, helpline.

## Compo Winners!

### Golfing Greats coin-op!



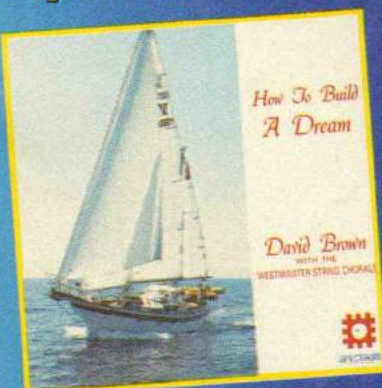
#### Box of tricks – Konami's Golfing Greats coin-op in all its glory.

Did you collect all three of the cover-mounted books from issue 11, 12 and 13? Did you send in the cut-out coupons to enter the coin-op compo? Are you **D. Sillitoe** from Stratford-Upon-Avon? Well, if your answer to all those questions is yes, then you've just won the incredibly fantastic Konami Golfing Greats coin-op, which will be winging its way to you shortly.

Thanks once again to our chums at Konami for stumping up such a magnificent prize.



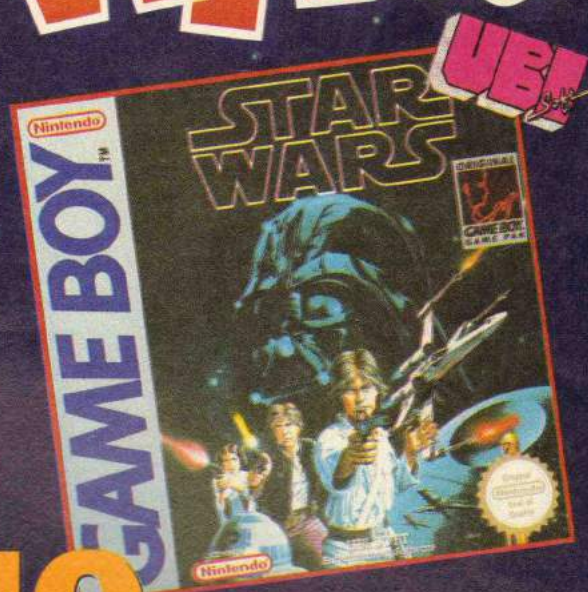
### Spin on this!



Up for grabs in this compo (see issue 13) were CDs and 12-inch singles of Dr Spin and MC Mario tracks. To win, you had to send us the worst record you could find.

Contenders included David Essex's cringe-worthy 'Gonna Make You A Star', and a vomit-inducing Foster And Allan album. But the winner had to be 'How To Build A Dream' by David Brown, a CD single so bad that it truly defies description. Well done, **Jonathon Knight** of Retford, who sent it in.

# WIN!



## 10 copies of Game Boy Star Wars to be won!

Want to win a great Star Wars cart for your Game Boy? Well, we thought we'd make you do some writing for a change!

Have a look at the picture and think what Han and Lando could be saying to each other. Jot your caption in the speech bubbles, and the ten funniest ones we receive will win the sender a cart.



NAME .....

ADDRESS .....

Send your witty entry to: Stupid Caption Compo, TOTAL! Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.



# THE CHARTS



▲ Goin' up ▼ Goin' down  
● Goin' nowhere ★ New Entry

## NES

- 1 ▲ **Dizzy**  
Eggshellent adventure, dude!  
TOTAL rating: 90%
- 2 ▲ **Micro Machines**  
Superb small sports speeding.  
TOTAL rating: 92%
- 3 ▲ **Kickle Cubicle**  
Neat puzzle game with high cuteness factor.  
TOTAL rating: 62%
- 4 ▲ **Super Mario Bros 2**  
Worst of the three, but still well playable.  
TOTAL rating: 79%
- 5 ▼ **Solstice**  
3D-style puzzle adventure, cheap and brill.  
TOTAL rating: 90%
- 6 ★ **Lemmings**  
Kickin' kamikaze characters!  
TOTAL rating: 85%
- 7 ★ **Teenage Turtles**  
You're still shelling out for the green team.  
TOTAL rating: 66%
- 8 ▲ **Solar Jetman**  
Space exploration, sunny side up.  
TOTAL rating: 92%
- 9 ▼ **Excitebike**  
Well... mildly interestingebike.  
TOTAL rating: Not reviewed
- 10 ★ **WWF Steelcage Challenge**  
Steel cage, yes; challenge, no.  
TOTAL rating: 40%

## GAME BOY

- 1 ● **Super Mario Land 2**  
Big, smart but way too easy.  
TOTAL rating: 70%
- 2 ▲ **Star Wars**  
Stuff The Force – use a cheat!  
TOTAL rating: 80%
- 3 ▼ **Home Alone 2**  
Yeah, I'd leave that brat at home, too.  
TOTAL rating: 57%
- 4 ▼ **WWF Superstars**  
Need we say more?  
TOTAL rating: 44%
- 5 ★ **Alien 3**  
Chest-burstingly good fun.  
TOTAL rating: Not reviewed%
- 6 ★ **Krusty's Fun House**  
Rat-killing, mazy, platform action.  
TOTAL rating: 84%
- 7 ● **T2 – The Arcade Game**  
With GB-mounted Uzi 9-millimeeder.  
TOTAL rating: 80%
- 8 ★ **Mario & Yoshi**  
Tetris meets moustache-man and dinosaur.  
TOTAL rating: 80%
- 9 ★ **Kirby's Dreamland**  
Dreamy gameplay, but easy-peasy.  
TOTAL rating: 39%
- 10 ★ **Duck Tales**  
Classy pogo-platform adventure.  
TOTAL rating: 78%

## SNES

- 1 ● **Super Mario Kart**  
'Mazin' Mode 7 Mario motorin'!  
TOTAL rating: 82%
- 2 ▲ **Pilotwings**  
The bestest flight sim, like, ever!  
TOTAL rating: 91%
- 3 ▼ **Bart's Nightmare**  
SNES gamer's nightmare more like.  
TOTAL rating: 53%
- 4 ▲ **Super Ghouls And Ghosts**  
Spooky, smart, shame about the slow-down.  
TOTAL rating: 87%
- 5 ▼ **Zelda III**  
Big, bad, beautiful adventure.  
TOTAL rating: 93%
- 6 ▲ **Super Mario World**  
Simply the best platform game ever made.  
TOTAL rating: 98%
- 7 ▲ **Super Soccer**  
Prequel to Super Smashing Super Soccer.  
TOTAL rating: 80%
- 8 ▼ **Spider-Man And The X-Men**  
Unexciting SNES debut by the wall-walker.  
TOTAL rating: 67%
- 9 ★ **Super Probotector**  
Voted no 1 arcade game by the industry.  
TOTAL rating: 88%
- 10 ▼ **Super WWF**  
The only decent WWF game so far.  
TOTAL rating: 81%

Charts produced by Gallup in association with Penguin. © 1993 ELSPA.

Charts compiled by Whizz Kid Games. Mail order hotline: 0689 891000

# THE INDE CHARTS

## Game Boy

- 1 **Super Mario Land 2**  
TOTAL rating: 70%
- 2 **Alien³**  
Not reviewed
- 3 **Tiny Toons**  
TOTAL rating: 89%
- 4 **T2 – The Arcade Game**  
TOTAL rating: 71%
- 5 **Mega Man 3**  
TOTAL rating: 83%
- 6 **WWF Superstars 2**  
TOTAL rating: 44%
- 7 **Humans**  
Not reviewed
- 8 **Super Mario Land**  
TOTAL rating: 94%
- 9 **Spider-Man 2**  
TOTAL rating: 69%
- 10 **Crash Dummies**  
Not reviewed

## Super NES

- 1 **Star Wars**  
TOTAL rating: 87%
- 2 **Prince Of Persia**  
TOTAL rating: 84%
- 3 **Super Mario Kart**  
TOTAL rating: 82%
- 4 **Street Fighter II**  
TOTAL rating: 94%
- 5 **Desert Strike**  
TOTAL rating: 88%
- 6 **Wing Commander**  
TOTAL rating: 89%
- 7 **Jimmy Connors**  
TOTAL rating: 93%
- 8 **Bulls V. Blazers**  
Not reviewed
- 9 **Mickey Mouse**  
TOTAL rating: 81%
- 10 **Hook**  
TOTAL rating: 64%



Everyone wants to feel The Force, eh?



Maz jumps for joy: no. 1 on the 'Boy!

## Chart Talk

What's new, what's hot, what's happenin', and what's not!

Interesting to note that the first two NES games are from Codemasters. Is this thanks to the rave reviews they've been getting or the low price tag? A few of the new range of cheapie games have made it into the charts too: Kickle Cubicle, Solar Jetman, Solstice – they're all bargains! But who the hell keeps buying Excitebike?

**Top tip: Codemasters to dominate.**

No surprises in the Game Boy charts – you sad GB gamers are all still going for the big names: Mario, movie tie-ins, coin-op convos and licensed characters. Super Mario Land is finally nowhere to be seen. Shame.

**Top tip: anything that's been hyped.**

And likewise with the SNES charts, which hold no shocks: Super Mario Kart and Super Star Wars reign supreme – and Star Wars will no doubt topple SMK when it comes out officially next month. Good to see Pilotwings doing well – a sequel please, Mr Nintendo!

**Top tip: Star Wars, then StarFox!**



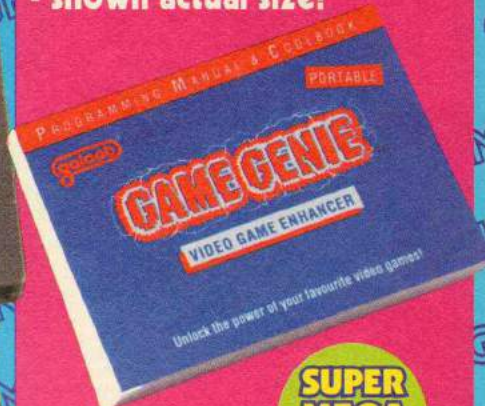
# EXCELLENT!

## GAME GENIE IS HERE!

Loads of game play secrets revealed in this Codebook - shown actual size!



### GAME GENIE



**SUPER  
MEGA  
JUMP!**

Immediate mega-weapons · Jump higher · Faster, adjustable, continuous speed · Infinite, adjustable energy · Infinite, adjustable lives · Level select · Walk through walls, solid objects · Repeat bonus screens · auto faster fire · Continuous flying · Fire when you're not supposed to · Stop timer · Infinite, adjustable time · Infinite, adjustable hit points · Leak-proof space suit · Infinite, adjustable protection against spikes, enemies, bullets, almost anything nasty · Handicap either player · Infinite, adjustable money · Infinite, adjustable weapons, ammo · Don't lose coins · Change rules of sports games · Infinite, adjustable continues · Jump twice as high · One chance before dying · Can not be overtaken · Immobilise bad guys · Keep weapons, ammo · Infinite, adjustable power-ups · Bad guys don't fight, fire at you · Bad guys run away from you · Play same level over and over · Re-use objects · Alter rules of puzzle games · Disable moves taken counter · Push things through walls · Jump four times higher · Infinite, adjustable magic · Leave levels without collecting everything · Invincibility · Bonus pepperpots · Can't fall down holes · Infinite, adjustable turbos · Find mystery levels · No penalty shots · Screen doesn't go blank in pause mode · Auto-steer · Adjust start values of energy, health, hearts, wisdom, grid position · Infinite, adjustable bonuses · Fly through scenery · Kill guardians with one hit · Slow-motion · Change control methods · Super Mega Jump · No flying teddy bears · Infinite, adjustable shields · Auto pick-up · Stop water rising · Infinite, adjustable balls · Fall slower · Stay big · Reveal keys · Double fire · No wind · Go straight to end sequence!

**FIND  
MYSTERY  
LEVELS!**

**AUTO  
FASTER  
FIRE!**

**AMAZING  
SPECIAL  
EFFECTS!**

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Not a premium-rate telephone number!

This is a standard dialling code.

**HORNBY**



INVENTED BY  
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# THE ADDAMS

For SNES (1 player)

From Ocean

Price £45

## The Addams Hall of Fame...

... Contains the entrances to all the levels. Pick a door, any door...



### Attic

Lurch, the butler, welcomes you to the most tactical level of the game.



### Bathroom

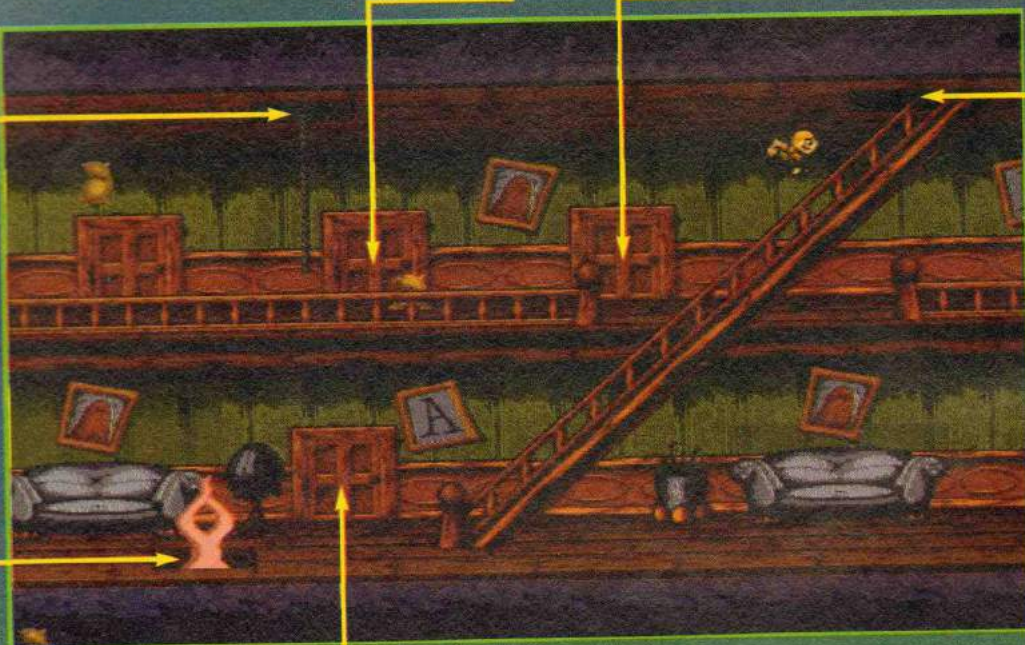


No one likes bathtime, but you'd be advised to attempt these levels first to get into the swing of the game. (Don't forget to wash behind your ears!)

### Cellar



The second-to-last level, featuring mortal combat with a mutant Hotpoint!



### Ice Box

Morticia shuts you in the fridge for the last level. She's a model parent, you know!





# FAMILY

## PUGSLEY'S SCAVENGER HUNT

### Laboratory



Go up to the lab and Uncle Fester shrinks you. (He's off my Chrimbo list!)



### Roof tops

Granny's levels are short but tough – and she only gives you 10p for an ice cream!



**A**sk yourself what you really want from a platformer. Do you crave challenge? Do you yearn for secret rooms in abundance? Does the thought of spikes falling from the ceiling and rubber duckies constantly attacking you have you quivering in expectation? Well, you're in luck then, cos



Where's that little runt Pugsley got to?

Pugsley's Scavenger Hunt has got the lot. And, for that extra cherry topping, there's loads and loads of bouncing. Boy, do we love to bounce!

It's Pugsley's turn to take the lead role in this game, the second Addams Family outing



We'd just like to point out that stealing your next-door neighbour's underwear is illegal, immoral and a bit suspect.



It's another one of those blasted question marks. The last time I hit one the floor disappeared. Oh, decisions, decisions.



See those little green square things? You've gotta hit 'em. But you have to do it in the right order to get a tinkle instead of a clang.



Here's some easy money – if you've got the guts to take a leap. This is one of the few games where fearless stupidity pays off.

on the SNES. His task is to gather five items, one from each end-of-level guardian, and then make it through the sixth and final level for the Magician's gloves.

### ADDAMS

The animation and graphics are fantastic, and the soundtrack is even better. The gameplay is perfect for a platformer – really classic stuff

Puggers' romp takes him all over the Addams mansion. Each level takes the form of a different room in the house – not that it makes any difference, cos they're all a flippin' nightmare! I mean, this isn't exactly

your average semi-detached with satellite

### Shopping list

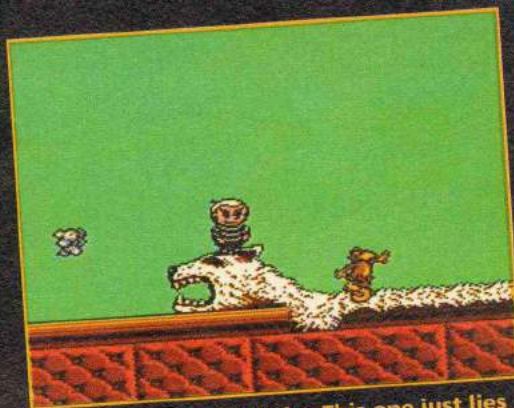
SCAVENGER HUNT		SCORE
CHECKLIST		0006850
OCTOPUS INK		0000000
MOULDY CHEESE		10
SPIDER VENOM		100
DRAGON FIRE		100
NORMAL UNDERWEAR		LIVES
MAGICIAN'S GLOVES		06

These 'ere things are all the bits 'n' bobs you've got to collect throughout the game. Hmm. It's not exactly your local Happy Shopper general store, now, is it?





Inside the freezer, Pugsley has to take on a giant snowman who wasn't too pleased when Pugs 'wrote his name' on him.



Polar bears are real slobs. This one just lies around the house all day, gobbing at people. (Bit like Jimbo, really.)



To get up to the top of the house, you'll need to grab the propeller hat and pump the fire button like crazy to stay airborne.

# THE ADDAMS

## PUGSLEY'S SCAVENGER HUNT

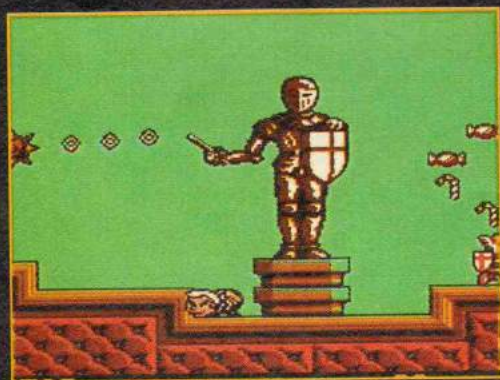
**N**o, I won't do it. I will not succumb to the temptation. I absolutely refuse to make any cheesy comments about the Addams Family being creepy, spooky and kooky... Darn it. Oh well, let's forget the introduction and just get on with previewing the game.

In *The Addams Family 2 – Pugsley's Scavenger Hunt*, you, as Pugsley, have to chase about the Addams mansion trying to rescue the rest of your family who, for some strange reason, have disappeared. The game's designers obviously vetoed the 'filling out a missing persons form and waiting

six weeks' gameplay concept at an early stage, as *Pugsley's Scavenger Hunt* is a straightforward platform game.

Each level in the game is set in a different room in the house, like the kitchen, the freezer or the toy room, and at the end of each one there's a traditional end-of-level baddie. There are also plenty of hidden bits to discover. From what we've seen, it looks a lot better than the first NES *Addams Family* game, which was a basic and very easy puzzle adventure in which Gomez had to trot around the place solving little puzzles. It was a bit disappointing and only scored 55% when it was reviewed in ish 7 of *TOTAL*, but luckily this latest Addams game is a lot more fun to play, and it looks pretty darn good too.

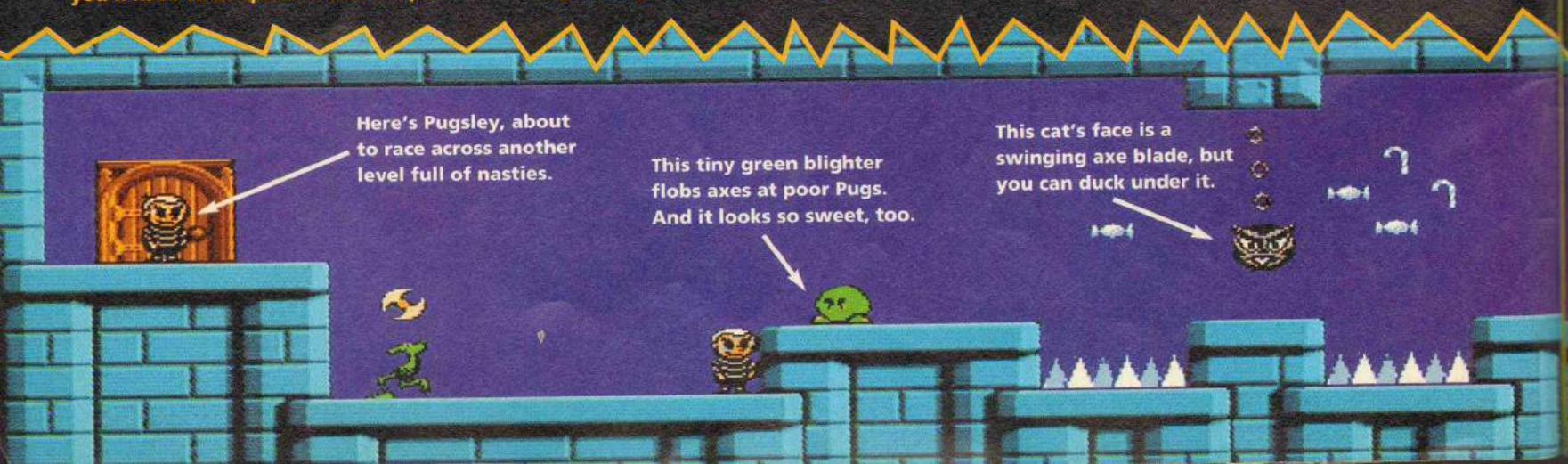
Now, if you're wondering why NES *Addams Family 2* looks familiar, it's because it's actually a version of the first *Addams Family* game on the Super NES, which scored 70% in issue 8. Confused? Well, don't worry, cos the game's much more at



This knight swings his mace both ways, so you'll have to be quick to make it past.



With his handy propeller head Pugsley can fly through the air with the greatest of ease.

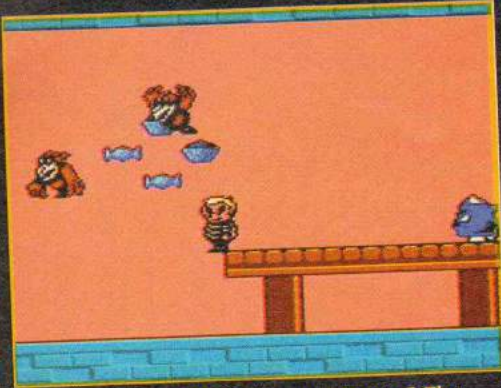


Here's Pugsley, about to race across another level full of nasties.

This tiny green blighter flob axes at poor Pugs. And it looks so sweet, too.

This cat's face is a swinging axe blade, but you can duck under it.

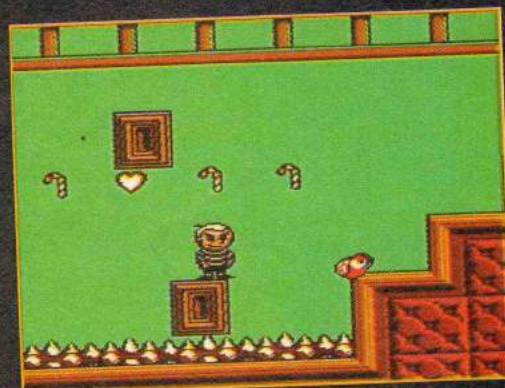




Ugh, who chose that vile wallpaper? The Addams have got no taste. I mean, don't they know that stripes are in this year?



Pugsley shows off his peculiar jump to a couple of unicycling monkeys. They don't seem to be particularly impressed, though.



There's a few moving platforms dotted around the Addams residence, which Pugs uses to ride across nasty spiky bits.

# FAMILY

For NES (1 player)

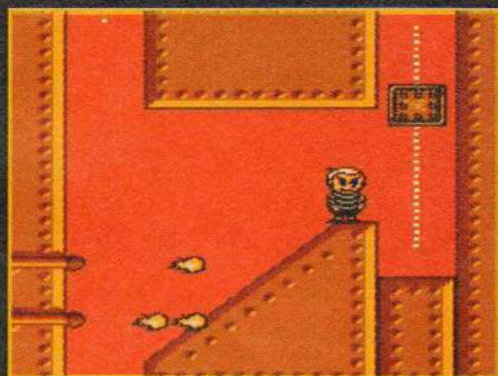
From Ocean

Price Dunno yet

home on the NES. It's kept exactly the same level designs and gameplay as the SNES game but we were much more impressed with the NES version.

We'll have a full review of the game when it's released in June, but till then feast your eyes on the pix – and enter our compo on the next page.

**TOTAL!**



Go through the kitchen and you can get into the oven, wherein lurks a dragon.

## Tree steps to heaven...

In the gardens of the Addams Mansion is a giant tree that's worth checking out...



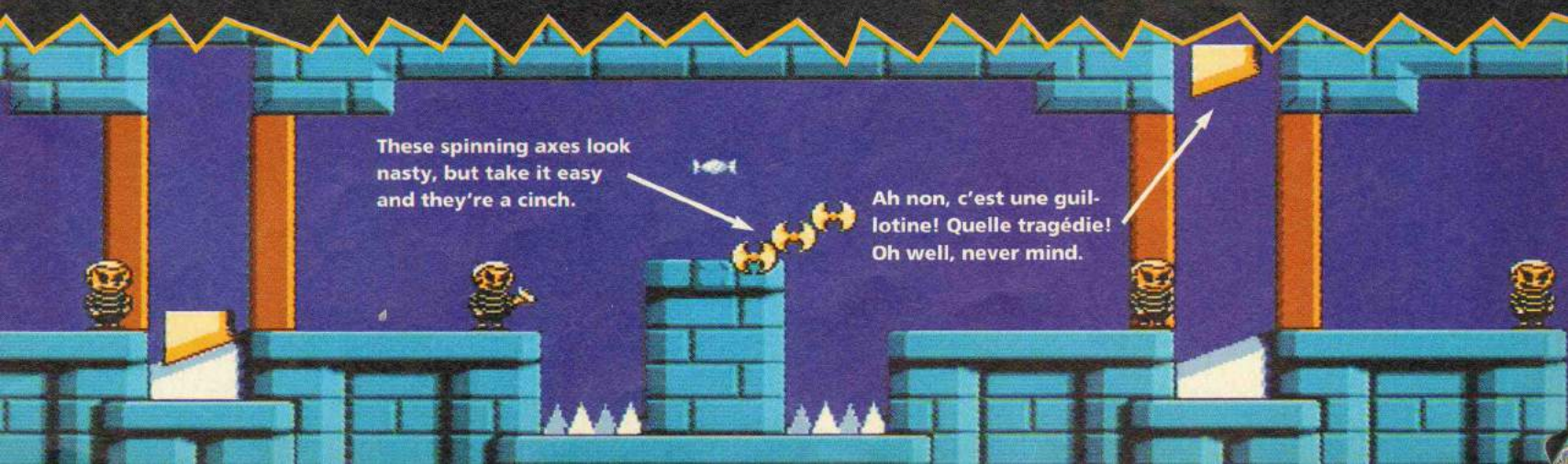
You don't go inside the tree – although the mouth looks like a door – but instead have to jump up its branches to reach the top, where you'll find...



... An extremely blue bird and a few goodies. But to get at the goodies you'll have to bounce on the bird's head a few times first (poor thing).



You turn your sister back into a person – right now, young man!



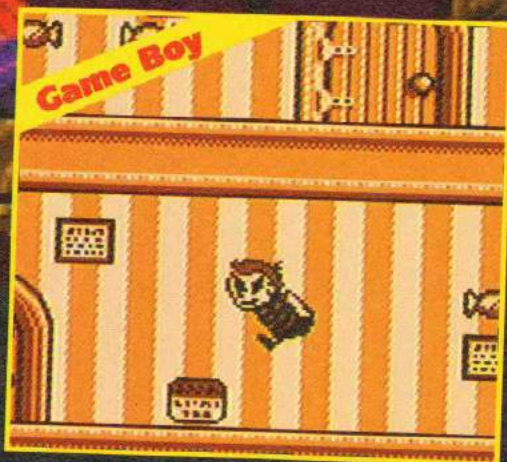
These spinning axes look nasty, but take it easy and they're a cinch.

Ah non, c'est une guil-lotine! Quelle tragédie! Oh well, never mind.



# WIN! The Addams Family – Pugsley's Scavenger Hunt

We've got TEN games on SNES, TEN games on NES, and TEN games on Game Boy to give away and one of them could be yours!



'If you want to win one of these wonderful Ocean games from my family album, then take a peek over here. The rules are quite simple: just answer the three questions by ticking the correct box for each. Cut the coupon out, disconnecting my arm from my shoulder, and send it in to the address below – the whole coupon, that is, not just my arm!'

Addams Compo,  
TOTAL!  
30 Monmouth St.  
Bath,  
Avon BA1 2BW.



THE ADDAMS FAMILY

Q1 – Which character ain't got no body but isn't lonely?

- ☐ A Lurch  
☐ B Thing  
☐ C Just a gigolo

Q2 – The original TV series was filmed in...

- ☐ A Colour  
☐ B The bath  
☐ C Black and white

Q3 – In the film, where had Uncle Fester been lost?

- A The Bermuda Triangle  
B The M25  
C South America

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

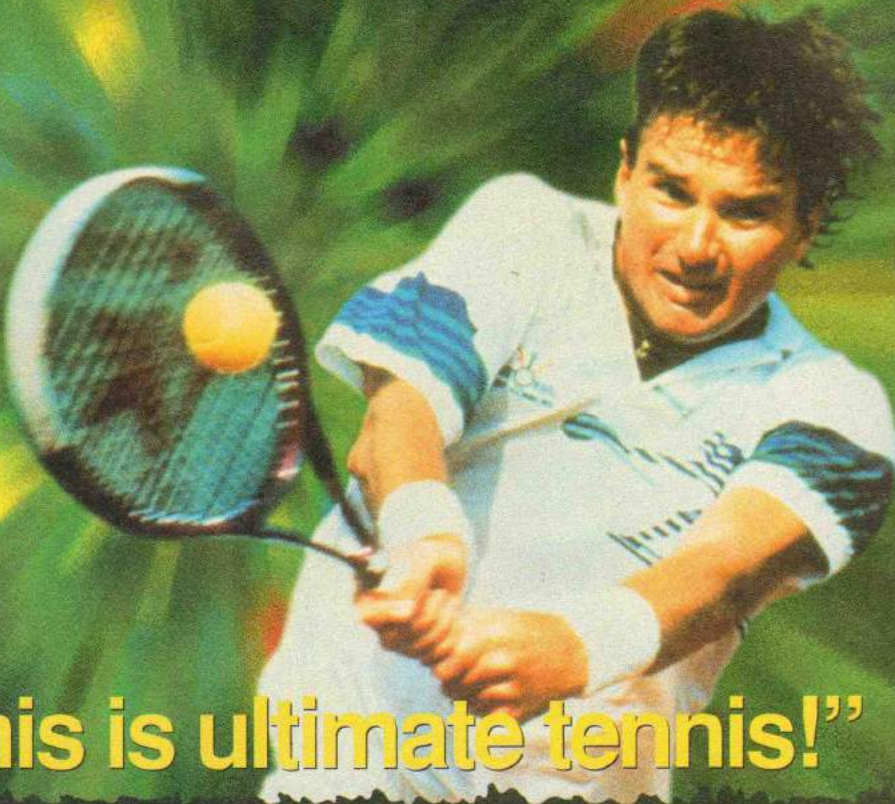
I own a...

- ☐ SNES  
☐ Game Boy  
☐ NES  
(tick one)



# Jimmy Connors

## PRO TENNIS TOUR



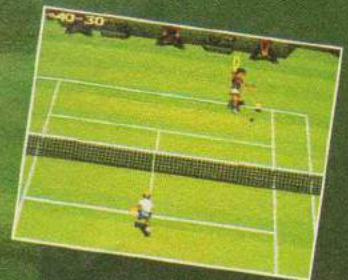
**"This is ultimate tennis!"**

Jimmy Connors, ranked Number 1 for 159 weeks, holder of EIGHT Grand Slam titles and a record 109 single titles - more than any other male player in history - is the GREATEST tennis champion ever! Now YOU'RE Jimmy Connors, battling your way to the Number 1 spot. Past sixteen professional opponents. On center court of the most prestigious tournaments on the world circuit.

Put a topspin on your serve and smash it past your opponent. Ace! Learn the strengths and weaknesses of each player as you climb the ranks to the top.

Work with five professional coaches to hone your shots-lob, volley, forehand, backhand, net and serve. Play one or two player against one, two or three computer opponents. Realistic graphics and awesome sound. This is professional tennis at its very best!

- ◆ Choose three play levels: Amateur, Intermediate or Professional
- ◆ Choose two control modes: Full or Easy Control
- ◆ Play singles or doubles
- ◆ Play on grass, clay, hard, indoor, Antarctic or desert courts
- ◆ Password feature lets you continue the game at a later time.



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Take a sneak peek at some of the games coming out for your Nintendo in the near future. And look out for full reviews in **TOTAL** as soon as they're released.

## PUTTY

For SNES From System 3  
When Soon



Putty's a chap who can engulf nasties and copy their shape. In the picture above he's cloned a rabbit - you see there's a blue putty one next to the grey one.



Putty's so spineless he doesn't drop down between platforms, he drips down, first one eye and then the next.



This game's got some very nutty graphics. On this level Putty's attacked by giant Sumo wrestlers, whom he can dispatch with a swift punch.



## SUPER GOAL

For SNES From Jaleco When June



Goal was a big hit in the States on the NES, and the SNES incarnation of the game has the same arcade football feel. There are loads of international teams to choose from



and one or two people can play. The on-pitch players kick, chip, volley and head the ball and do a few other context-sensitive moves if you're in the right place.



By inflating himself, Putty can explode – which acts like a smart bomb.

Press the jab button and Putty can punch his enemies – like this cute baby.

Gaps in the floor don't bother our Putty. He can just s-t-r-e-t-c-h across!

To reach the floor above, Putty can extend himself, like so. Flexible little chap, innee?



Putty came out last year for the Commodore Amiga and lots of Amiga games mags raved about it. But what's it got to get excited about? Isn't it just another platform game? Well, yes, it is a platform game, but there's a big difference – Putty.

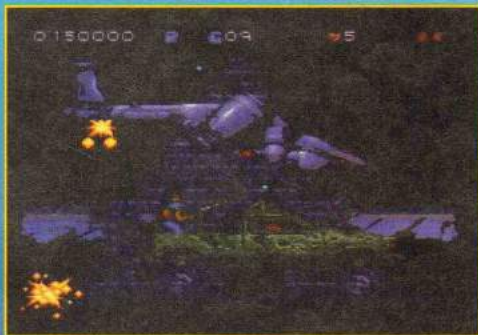
He's the star of the game and he's got a lot of special moves that make him more than your average hero. Putty can stretch, bounce and wriggle and he can also turn his gooey body into a fist and punch an enemy's lights out. Want more? He can inflate himself and he can absorb opponents and energy

power-ups. Not only has the game got an impressive main character but the levels look gorgeous too. There are 21 stages, and a training level, which you can check out above.

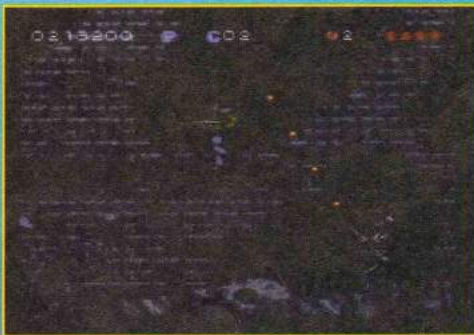
Putty has to rescue robots from the levels, each of which is packed with very strange nasties – things on space-hoppers, fat sumo wrestlers, gangsters, big cats and the mysterious 'Uncle Ted'. Putty's a real treat in the graphics department and it's going to be full of sampled sounds as well. If it's anything like the Amiga version it'll be well worth checking out when it appears on the SNES.

## TERMINATOR

For SNES From Mindscape When May/June



'He can't be bargained with, he can't be reasoned with, he doesn't feel pity or remorse or fear, and he absolutely will not stop... Ever, until you are dead!' Oooh, sorry.

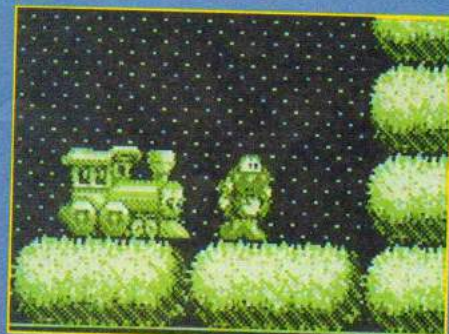
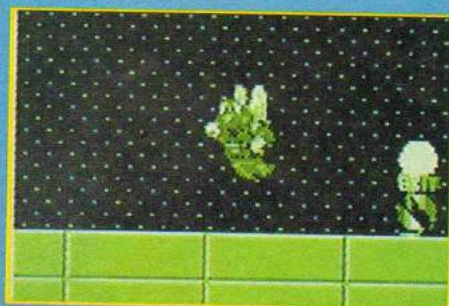


Got carried away there. Terminator is an office fave and the game of the film is a no-nonsense platform blaster. Here's a peek at the first level.

## ROBOCOD

For Game Boy From Ocean When June

James Pond has been a star on the Amiga and Mega Drive for a couple of years now and he's about to get his big break on Nintendo. Here's a few GB shots...



James Pond 2: RoboCop has lots of the features of the Mega Drive game (and the soon-to-be-released SNES version). James has his usual stretchy body so he can reach up to very high platforms and the levels look to be the same combination of cartoony bad guys and impressive backdrops. James Pond's already got his own fan club and, if he lives up to his Amiga and Mega Drive reputation, this should be a cracking little Game Boy game. Look out for the full review soon.



# WORLD CLASS RUGBY

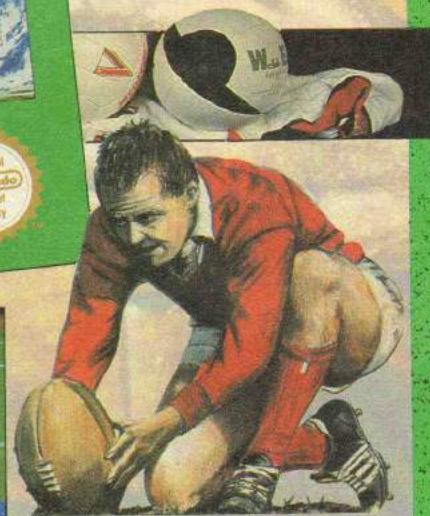
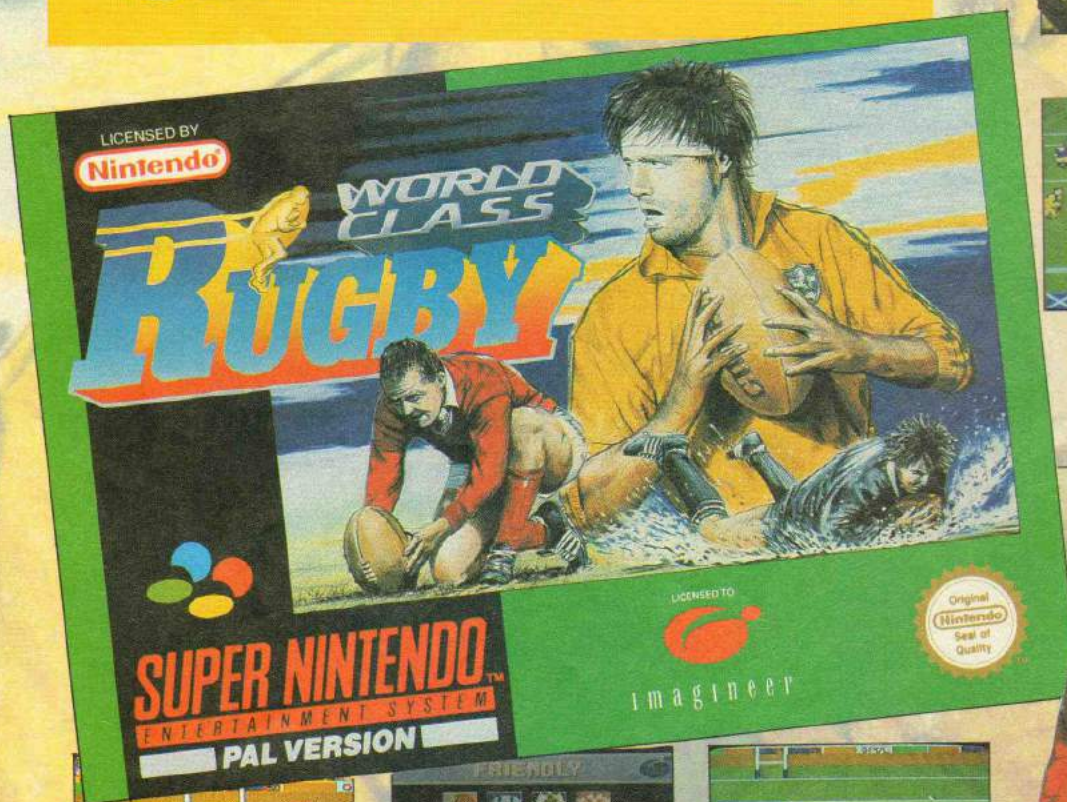


Join the pack as 16 nations to battle it out for the World Championship. Use your strength in the scrum or your speed on the wings to score a try. Feel the thrill of rising adrenalin when you tackle, drop kick, convert, drop out as 3D perspective brings the action



on the pitch to life. Full of options like change team names, player names, kit design etc. Instant ACTION REPLAY to savour the moments of glory or defeat.

## 3D ACTION



WORLD CLASS RUGBY



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imagineer



# SUPER STRIKE EAGLE

For SNES

When June

From Microprose



Microprose have built their reputation on producing top-quality simulations on home computers: Gunship, F-15 Strike Eagle, F-117a Stealth Fighter, Silent Service and B-17 Flying Fortress have all come from the company. With Super Strike Eagle (the SNES version of F-15) they've gone for a more arcade-style approach to flying, as they did with F-15 on the Game Boy.

The game has four different viewpoints: a behind the jet view for take-off and

landing, an out of cockpit view for dogfighting, a satellite view showing the whole 'theatre of operations' and a ground attack shoot 'em up. The ground attack game is a Mode 7 extravaganza with the ground zooming up towards you as you dive-bomb the target.

There are four theatres – Libya, Cuba, Iraq and Korea – and there's even a two-player option where one player controls the weapons and the second does the flying.



When there aren't any enemy planes near, and you're not close to a target, the display will switch to this map screen and whip you along to the next bit of air combat action.

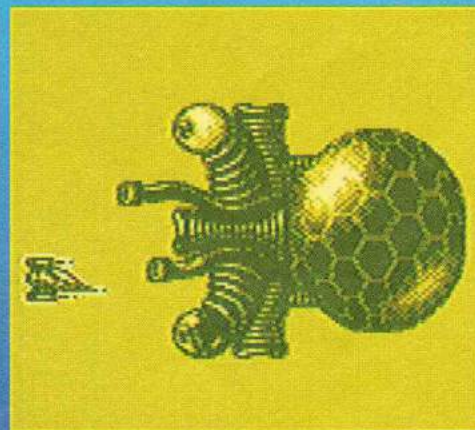
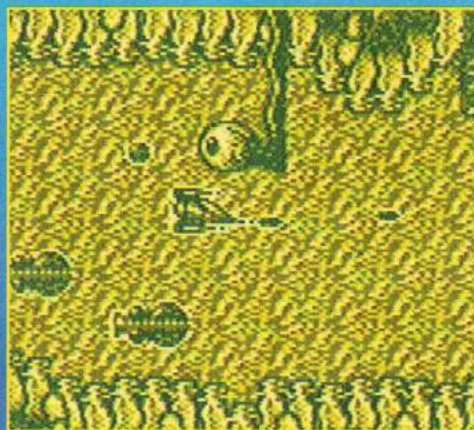


Once you reach a mission objective you go into the ground attack, which is more like a shoot 'em up than the air combat section.



## STARHAWK

For SNES From Accolade When Soon



Starhawk is another horizontally scrolling shoot 'em up, along the lines of R-Type and Nemesis. It's got the usual mix of

organic spaceships, bags of power-ups and giant-sized end-of-level bosses. Look out for a full review when it comes out.

## J.C. TENNIS

For NES When Soon  
From Ubisoft



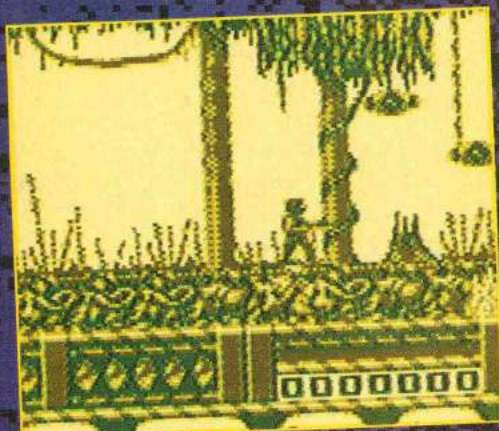
Jimmy Connors Tennis was very smart on the SNES so with luck NES owners will at last have a playable tennis game when Jimmy hits the eight-bit machine.



# PREVIEWS

## UNIVERSAL SOLDIER

For Game Boy When Soon  
From Accolade



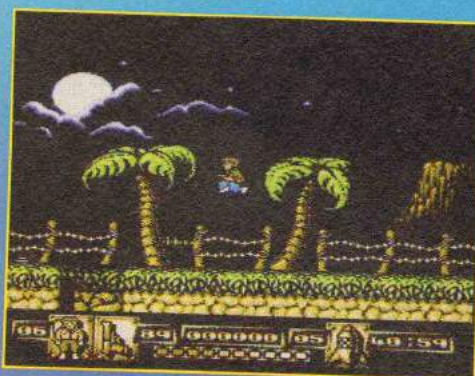
This platform blaster may be based on the Dolph Lundgren and Jean-Claude Van Watsisface movie but it plays identically to Game Boy Turrican – down to the power-ups, weapons and hugeness of the levels.



Turricanny it may be, but Universal Soldier does have some very pretty backgrounds and some neat touches to distinguish it – like this chain-link bridge that wobbles underneath you.

## JAMES BOND JUNIOR

For NES From THQ When April



Why do I have to be James Bond Jnr? I wanna be Sean Connery and meet Pussy Galore. Still, Jimmy Junior looks like it's a fun platformer with some nice graphics.



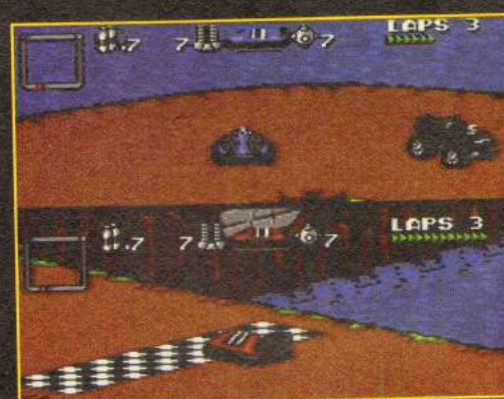
There are also puzzle sections to stretch the brain a bit, and the whole thing seems quite a challenge. You can even turn into a werewolf and fly a jetpack!

## ROCK 'N' ROLL RACING

For SNES When May From Interplay



Rock 'n' Roll Racing bears more than a passing resemblance to RPM Racing – it's a one- or two-player race game with a scrolling view of the track. Unlike RPM Racing, it's set in space, which means you



play an alien racer zooming across some Mad Maxy landscapes. Best of all, Rock 'n' Roll Racing has a rock soundtrack with tunes by Deep Purple and George Thorogood so you can get down whilst you get around.

## KING ARTHUR'S WORLD

For SNES From Jaleco When April/May



The first game to use the SNES mouse, this is a cross between Lemmings and a war game. You control troops with



different skills which have to be used at the right place to defeat the enemy. Very pretty, very tricky and reviewed next ish.

# PREVIEWS

We just missed out on the exclusive preview of the long-awaited movie tie-in, 'The Steve Jarratt Story'. But don't despair, cos if you're really lucky we might not have room for it next month either.



# TOTAL CONTROL

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- ▶ **TURBO FIRE**
- ▶ **SLOW MOTION**

**SLOW MOTION:** Two slow speeds and a normal speed. Slow speed lets you master the game before you tackle it in earnest.



**AUTO FIRE:** Any or all of six buttons (A, B, X, Y, L, and R) can be set on Auto Fire, destroying those fearsome enemies before they can do any damage.

**RAPID FIRE:** One press of the button and your gun bursts into 24 shots per second - Some fire power! A seal of quality product.

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**Imagineer**

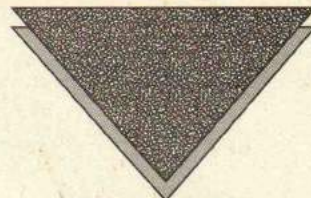
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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

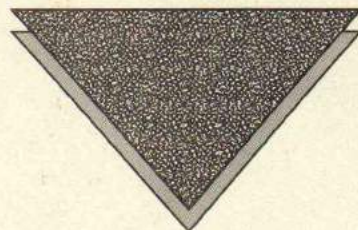
**GAME COMMANDER**

*Game Commander*

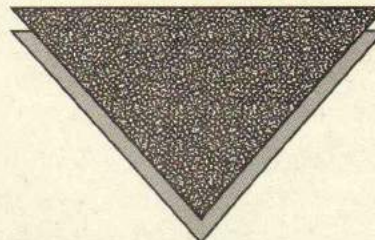
## TIPS



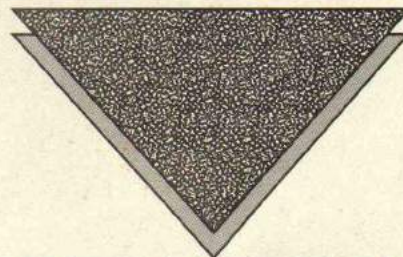
**"N"**



## CHEATS



## SUPER PRIZES



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EEEEEEZZZZEEEE!!!**



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<b>NES</b>	<b>0336 42 03 25</b>
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# LETTERS!

## Stevie's Shorts Make 'em snappy and win a prize!

Dear TOTAL,

Your mag is 100% top of the range stuff. I have a GB cart called Mickey Mouse - it's not Mickey's Dangerous Chase. But, looking at your review of Bugs Bunny 2, both games are exactly the same - backgrounds, baddies, etc. - except mine has Mickey in it, not Bugs. It is made by the same company, Kemco, and even the passwords are the same. Why have they changed Mickey to Bugs?

**Christine Calvert, Merseyside**

Yeah, we noticed this as well. Er... just why they swapped Mick for Bugs is beyond me. Maybe it's a clever ploy to get you to buy two versions of the same game. Devious swines. **STEVE**

Dear Steve,

I own an NES and after getting Nintendo World Cup for Christmas I was thinking of buying a Four-Score. I would appreciate it if you could please tell me what other games it can be used on and the price of: a) the games, b) the Four-Score.

**David Pearson (15), Nottingham**



The Four Score adaptor weighs in at around £30 and has nine games for it (including Nintendo World Cup): Gauntlet II (£25, 88%); Swords & Serpents (£20, 82%); Smash T.V. (£40, 82%); Ivan 'Iron Man' Stewart's Super Off Road (£30, 54%); Top Players Tennis (£35, 52%); Dynablasters (£40, 92%); plus Roundball 2-on-2 Challenge and Superspike Volleyball (neither of which we've reviewed). **STEVE**

**Keep those letters coming in. Make 'em interesting, make 'em witty, but above all, make 'em about Nintendo stuff (cos we know diddley-squat about anything else!)**

## Foreign matter

Dear TOTAL,

I'm just writing to let you know that you've also got fans in Belgium (and because I've got a few questions as well). Being about 23, I'm not your average reader according to your poll, but I still think your magazine is great. Besides, it helps me improve my English. Now for the questions:

Prize Letter

**WRITE ON!**  
This dudes won some fab STUFF!

**1** Is it possible for me to enter your competitions? I'm not sure if the competitions are exclusive to people who live in the UK. Besides, TOTAL appears in

Belgium three weeks later.

**2** Your GB Tetris challenge was a good idea, but why isn't there an

arcade conversion of Tetris yet? The Game Boy version is fantastic, but it could be even better on the SNES.

**3** How do you calculate your final ratings? In issue 12 SML2 got 3 for life span and

bad comments, but it still got 70%. In the same issue Bart Vs

Now, what rating shall I give myself? It's got to be 100% at least, I reckon...



Juggernauts gets 8 for life span, and you say it's no worse than the other Bart games, yet Camp Deadly rated 92% but the final rating for Juggernauts was only 45%. Why's that?

**4** Why didn't TOTAL appear in Belgium until issue 8?

**5** Do you think a GB will appear with even more

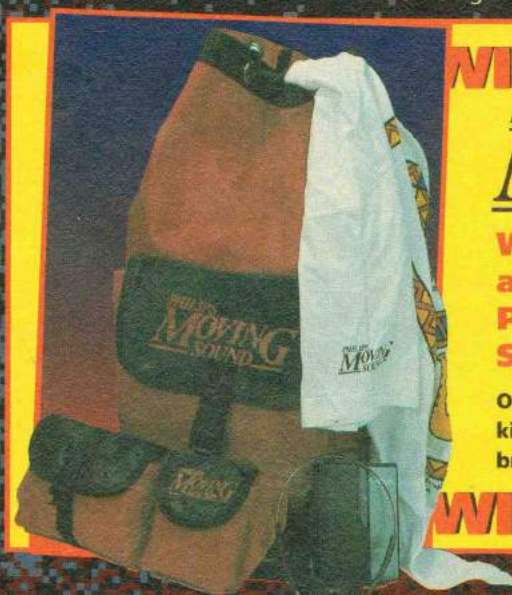
**WIN! WIN! WIN! WIN!**

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MOVING  
SOUND**

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Our chums at Philips have kindly stumped up some brilliant prizes for all the

letters we print each month. The sender of our star letter gets a superb Philips personal stereo, a Moving Sound T-shirt, duffel bag and personal stereo holder! All the other letters which get printed in full receive a T-shirt, duffel bag and personal stereo holder. So what are you waiting for - get writing!

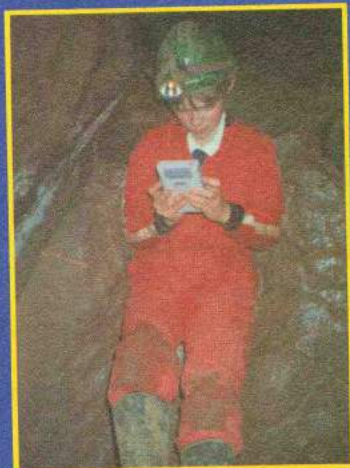


**WIN! WIN! WIN! WIN!**



# Weird Places I've Played My Game Boy

(Number 13)



**NAME** David Buchanan  
**AGE** Dunno  
**FROM** East Harptree, Bristol  
**FAVE GAME** The Blues Brothers

Win a  
**GAME BOY**  
cart!

David tells us this picture was taken underground (no kidding!?) in a place called Pierre's Pot. Just who Pierre is and what he does in his pot is anyone's guess, but it's probably fair to say that David is a bit on the potty side himself. Well done, David. Maybe you'd like Digger T. Rock as your prize? Caveman Ninja? Or maybe Turtles 2 - Back From The Sewers?

Oi! We know you weirdos are out there! Send all those pix of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held.

power (say, a 16-bit processor) so we can enjoy even bigger games? I'm already dreaming of playing Super Probotector on my hand-held! Well, that's it. Congratulations on your magazine and greetings from a fan in Belgium.

**Jan De Vries, Antwerp**

**Dear Jan,**

**1** Yes, enter our compos by all means. You usually get about six weeks to get your entry to us - plenty of time. We've already had people from Belgium win prizes.

**2** Agreed. It's about time someone did a spanky two-player Tetris for the Super NES.

**3** Don't ask. It's a secret, special and very secret

**Final rating**  
**??**  
**Percent**

method, which has been passed down from generation to generation. Only those voiced in the mystic arts understand the TOTAL rating system. If you found out, we'd have to kill you.

**4** I guess because it took a while for there to be enough demand over there to make it worthwhile.

**5** I think we'll know about a new or improved Game Boy when Nintendo release one and not until then. The only problem is that with colour graphics and 16-bit hardware you need a bigger screen, a bigger battery and more buttons. And by the time you've finished doing that it

ain't portable any more! No, I like the Game Boy just the way it is. **STEVE**

## What's the exchange rate?

**Dear TOTAL,**

I would be extremely grateful if you were to answer these questions:

**1** I took Super Mario World down to a shop where they part-exchange games and they valued it at £26. Do you think that is a fair price for this game?

**2** My friend told me that when he went to a department store he saw a Game Boy's LCD screen

## Oi, Nintendo junkies - kick the habit!

**Dear TOTAL**

Before I start my letter I would just like to compliment you on your brill magazine. Now to the real reason I've written to your cool mag. For a while now I've been wanting to express my views on consoles. The thing that annoys me is the type of pathetic, whining, crying game addicts out there. I am talking about the kind of people with nothing better to do all day than sit and vegetate in front of the telly playing their favourite games for hour on end. Do you agree with me?

Not many will agree with my views and that is probably because there are so many of the mindless, slobbering, half-witted prats out there. Don't they realise how anti-social and stupid they're being? I myself happen to

own a Game Boy. I once used to be like this and believe it doesn't pay off. Please print this as I think people should sit up and realise what they are doing to themselves.

**Hugh Duffy, Co. Donegal**

**Dear Hugh,**

Blimey, you're a bit upset, aren't you? To be honest, how other people spend their time is their business. Some people go jogging in all weathers and whenever I whizz past in my comfy, heated car I think, 'what a berk'. But I wouldn't stop and say so; it's up to them. Likewise, everyone knows how sad video gamers can be, but if you enjoy it, why stop? Smoking gives you cancer but people still do it. People are stupid. Probably. **STEVE**

**Dear TOTAL,**

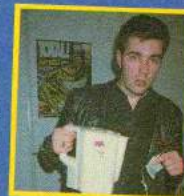
What kind of computer do you use to write your reviews?

**Tommy Walker, Heysham, Lancs.**



The TOTAL office uses Apple Macintosh computers - powerful 16-bit machines which run dedicated DTP (Desk Top Publishing) programs. We write

in a word processing program called Nisus, while the artists design the pages in Quark XPress. All the Macs (we have seven in TOTAL) are linked together and we can swap information between them. We've also got an Apple LaserWriter to print out the pages so we can check them for mistakes and stuff. However, the heart of the TOTAL office is our Philips HD 4378/B liquid energiser (which boils water for the coffee). **STEVE**



**Dear Steve,**

Nintendo are right to warn against the use of Nicad (rechargeable) batteries. A set of Nicad cells delivers 4.8 volts, which the GB is quite happy with, but the danger is that these cells have a very low resistance and when fully charged are capable of delivering an extremely high current. As the Game Boy is not fuse-protected, if a fault should arise the current could cause over-heating and possible ignition. Use Nicads, by all means, but feed them into the external dc socket with a car in-line fuse holder in the positive lead and a 500 mA fuse fitted. Thanks for listening to me - I find your mag fab, even though I'm 69!

**A. H. Harry, Isle Of Wight**  
Everybody got that? **STEVE**

**Dear TOTAL,**

Many people write in complaining about the price of carts, and rightly so. But while people are still buying them at full cost the price won't come down. If you want a game, shop around, be patient, and haggle! I managed to get SFII (UK version) for £56 from Comet and they



**Pilotwings - this is the price you could pay if you shop around for the best bargain.**

had Pilotwings on special offer for £29.99! If you play the shops off against each other it's amazing what discounts you can get. Oh, and try to get a go on the game before you buy it, cos most shops won't take games back, or even exchange them.

**Darren Harryman, Southampton**

I couldn't agree more. Be patient., shop around, check out the mail order companies and the second-hand columns. You can save yourself a fortune. **STEVE**



## Dear TOTAL,

Why are Sega games (like Desert Strike) and Nintendo games (like Street Fighter II) swapping formats?

**James Andrews, Newton Abbot**

Why not? It enables the companies responsible (Electronic Arts and Capcom in this case) to make more money, by releasing their popular games across other formats. Don't worry, though – games like Mario Kart, Pilotwings and StarFox will never make it onto the Mega Drive (the poor thing couldn't cope!). **STEVE**

## Dear TOTAL,

Are there any plans to bring out a Superman game for either the NES or GB? Are there any plans to bring out a Thunderbirds game?

**Jason Knatt, South Ruislip**

There's a Superman game coming out for the Super NES (but that doesn't



really help you at all, does it?). There were rumours of a Thunderbirds game, but so far we've seen and heard absolutely zilch. **STEVE**

## Dear TOTAL,

I am getting a bit worried. I turned my Game Boy on and noticed about four lines going across my screen. The other week my friend noticed the same on his and I had only just borrowed one of his games. I think it might be a virus. What do you think?

**Anthony Caple, Northampton**

No, it isn't a virus. Early versions of the Game Boy's LCD screen suffer from break-up. I got my first Game Boy from America as soon as they came out and it went the same way. If it gets too bad you can always get it fixed by sending it back to Bandai. Give them a call on 0329 822565 and they'll tell you what to do. **STEVE**

## Dear TOTAL,

In Victorian times medical men said men had better brains than girls. Could you tell us if many girls make and design games and consoles.

**Jamie Rawson, Ashley Perry, James Stott & Tim Pattison, Glastonbury**

Those Victorians were full of crap. All the women I've ever met have far more brains than us thick blokes. There aren't many females designing or coding games, but that's cos they've more sense than to sit in front of computer screens for 20 hours a day. **STEVE**

## Dear Steve and Andy,

I bought a SNES because I wanted Mario Paint, but after seeing your review I was disappointed. Will there be a decent SNES art package? If not, I think I'll buy an Amiga, which has Deluxe Paint.

**Ashley Hale (15), Gloucester**

To be brutally honest, if you want to do computer art and design, the Amiga's the machine to go for. **STEVE**

being displayed on a television screen. Is this possible?

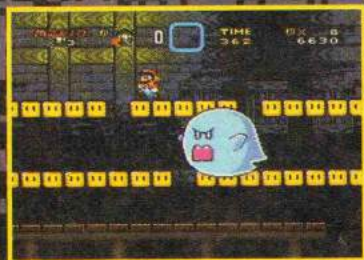
**3** Which is the best control pad to use for Street Fighter II?

Thank you very much. Your mag is the greatest!

**Marcus Storm, London**

## Dear Marcus

**1** Considering that you get Super Mario World sort of free with the SNES (and I hope you've finished it by now) I reckon £26 is a pretty decent price for it.



**SMW – is the price right? Well, yes, actually.**

**2** Yes it is. There's a gizmo called the Demo Boy which takes a GB signal and puts it out as an NTSC TV signal. This is the same thing that we use to take our GB screenshots.

**3** It depends what you prefer. A quick vote in the TOTAL office went to the bog-standard Super NES joystick.



The fire buttons on the other desktop models are generally too far apart and uncomfortable to use.

**STEVE**

## Cart chart chit-chat

### Dear TOTAL,

I have a few suggestions and questions and I would be

grateful if you could answer them for me.

**1** What is the difference between the indie chart and other charts in your mag?

**2** Why don't you give away a poster with either the TOTAL gang or the people out of SFII?

**3** Was there ever a Street Fighter I, and if so, was it any good?

**4** If I were you I'd stop doing TOTAL Recall and put more reviews in the mag instead. Most other mags don't have one.

**Paul Clayton (14), Wirral**

## Dear Paul,

**1** The Indie (short for independent) chart is based on sales of grey import titles through Whizz Kid games.

## INDE CHARTS

that's why it's only for Super NES and Game Boy.

**2** I suppose we could do a Street Fighter II poster, but there's no way I'm wasting a poster on this ugly bunch.

**3** Yes, there was a Street Fighter coin-op, and pretty abysmal it was as well, with not many moves and pretty poor controls.

**4** Well TOTAL was actually the first Nintendo mag to do a buyer's guide and now NMS does one, and so does

## TOTAL! RECALL

Super Play. And Nintendo Zone. And GB Action. Control and C+VG both do mini-buyer's guides and... Shall I go on? Anyway, TOTAL Recall is a lot smaller this issue, leaving more room for our wonderful, hand-crafted, high-quality reviews.

**STEVE**

## Toys for the 'Boys

### Dear TOTAL,

**1** What's your opinion of the Solar Boy for the Game Boy?

**2** Is the Logic 3 rechargeable battery pack compatible with the Handy Boy while in use with the GB?

**3** Can you please explain how the Handy power kit I and II are connected to the GB?

**4** Which is better and cheaper for the GB, Game Genie or Pro Action Replay?

**Marc Campbell, Perthshire**

## Dear Marc,

**1** My opinion of the Solar Boy is that it's a GB power source which uses sunlight.

**2** Erm... erm...

**3** Hm m, I think I see the way these questions are going...

**4** You've got a Game Boy, haven't you? For the record, I haven't a clue about Logic 3s, Handy power kits, or Solar Boys. And both the Game Genie and Action Replay are great – you won't go wrong with either of them. **STEVE**



## Write to us!

Want a question answered? Then write to Steve (Mr Editor) at TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. But remember, we can only answer letters in the mag. We can't reply to anyone personally – even if you send an sae (or loads of dosh!).

### TOTAL team

#### Editorial

**Editor**  
Steve 'Misery'  
Guts 'Jarratt'  
**Staff Writers**  
Chris 'Brains'  
Buxton  
James 'Jimbo'  
Beaven  
Andy 'Thicky'  
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**Production Editor**  
Ceri 'Klutz'  
Vines  
**Art**  
**Art Editor**  
Vicky Mitchard

### Art Assistants

Robin Abbott  
Kimberley Ellaby

### Advertising

#### Ad Manager

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### Production

#### Co-ordinator

Laurie Van Huss

### Illustrations

#### Photography

Stuart Whale

#### Characters

Mike Roberts

#### Cover Illustration

Addams Family  
© Hanna Barbera  
Artwork provided by Ocean Software

### Contributors

Rod Lawton, Andy Lowe, Paul Mellerick, Guy Howard-Evans  
Hughes

### Linotronic

#### operators

Number 1  
Jon Moore

### Number 2

Simon Windsor

### Number 3

Chris Stocker

### Der Management

#### Publisher

Steve Carey

#### Group Publishing

#### Director

Greg Ingham

#### Circulation

#### Director

Sue Hartley

#### Production

#### Manager

Judith Middleton

#### Colour origination

Avon Scanning

and Planning,  
Brislington, Bristol

### Printing

Cradley Print Ltd,  
Cradley Heath,  
West Midlands

### Distribution

Future Publishing

### Addresses

#### Editorial

TOTAL!  
30 Monmouth  
Street, Bath,  
BA1 2BW

#### Telephone

(0225) 442244

#### Subscriptions

The Old Barn,

Somerton,  
Somerset, TA11 7BR

### Telephone

(0458) 74011

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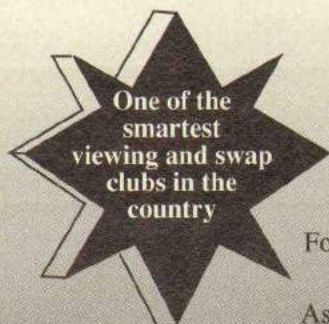
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I want:		
or:		
or:		

Full membership details will be supplied once your form has been processed.

Please allow seven days for processing of form.

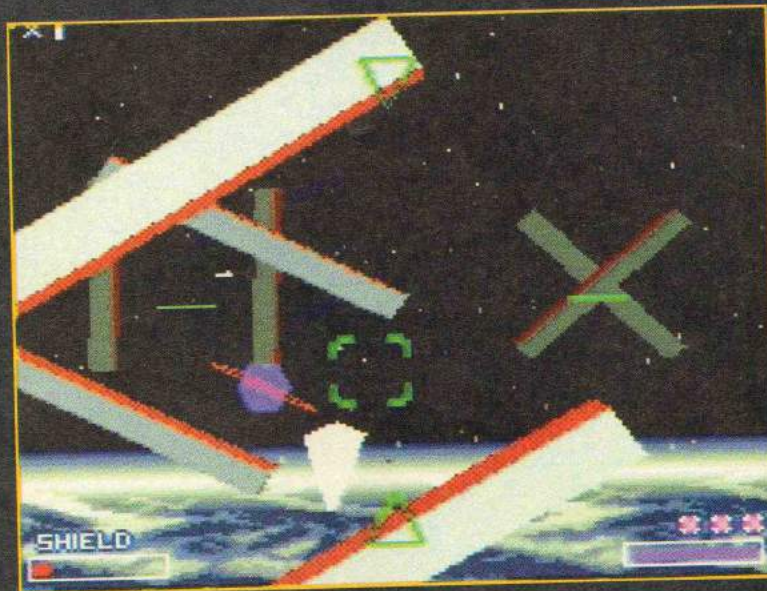




Fox McCloud  
comin' at ya  
in 3D!



No, it isn't some triumphal arch to fly through. These blue pillars fall over as you go past – and they hit you too, if you're not careful.



There are a couple of 'Aargh!' levels in the game and this is one of them. Avoiding spinning blocks carries a sphincter factor of 9.5.

# STAR FOX

Okay guys,  
let's buckle up  
and hit the  
afterburners!



**For SNES (1 player)**

**From Nintendo**

**Price £50**

Over the next few months, look out for carpet burns on the chins of Mega Drive owners, cos when they get a load of this Super NES game, there's gonna be plenty of slack jaws around the place.

StarFox follow the fate of a space-going vulpine called Fox McCloud, leader of the mercenary fighter team Silver Force. Along with his feathered, furry wingmen Falco Lombardi, Peppy Hare and Slippy Toad, Fox is on mission to destroy the evil emperor Andross (he's the one with the soft toilet tissue and the incredibly cute puppy.)

Thankfully, members of the Silver Force aren't into diplomacy and peace talks: they're into high-powered laser death and blowing the crap out of aliens – which neatly sets the stage for a high-speed, adrenaline-pumping 3D shoot 'em up of epic proportions!

'But hold on!' I hear you cry. 'The SNES can't do 3D – look at Race Drivin'!' Well fear not, for StarFox is the first game to make use of the

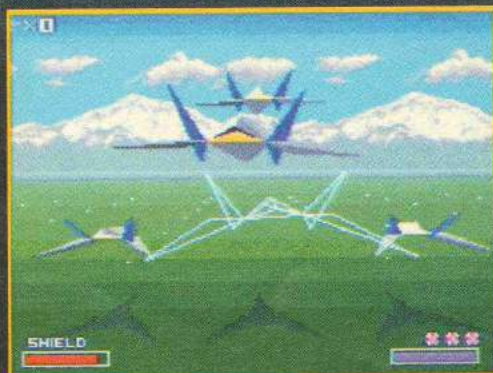
**FOXES**  
Where do I start? The game hangs together brilliantly – it's got a stunning mix of graphics, sound and gameplay. Flawless presentation, too

Super FX custom graphics chip. This Reduced Instruction Set Computer (RISC) chip sits on the cart doing all the 3D maths and giving the answers to the SNES's central processor.

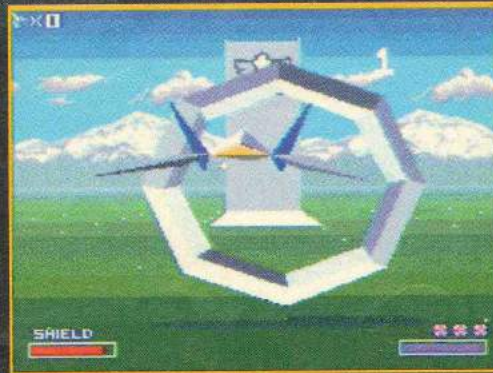
The FX chip, designed by Argonaut Software here in the UK, is a mighty beast, capable of animating 100 polygons on screen. It can also handle things like polygon light shading, sprite scaling and rotation, and



Once you've sat through the tedious 'scramble' sequence, you can launch out into the wild, erm, red yonder.



Alternatively, you can enter the Training mode, where you have to stay in formation by following the vector ship...



... Or by flying through hoops. (How this is going to help when you're faced with a giant robo-spider is anybody's guess.)





At the end of the first stage, you end up fighting this hover-gun thing – by yourself! Where are your wingmen? Good question.



There isn't an awful lot to this game, but as a 3D shoot 'em up (which it is) it's absolutely terrific. Brilliant stuff!

surface texture mapping (Andross's spinny cube).

Anyway, back to the plot: Emperor Andross is busy laying waste to the 10 planets of the Lylat system, home of Fox and friends. There are three routes through the system to the final showdown, where you go head-to-head (literally) with the big A himself. Depending which route you take, you get an easy level, a hard level, and an even harder-than-hard-level level. The bad news is that you can finish the game on level one in a day or two. But the good news is that you won't mind doing it again and again, and the other two levels will give you a real kicking, so there's plenty to get your canines into. (And even when you've mastered all three levels, there are still two secret stages to find.)

**HOUNDS**  
You can't bypass the 'scramble' intro which is the least impressive bit of the game! You can see the climax very easily indeed, which spoils the fun slightly

## Stars of space and screen

From ragged band of rebellious pirates to elite mercenary pilots – Silver Force!



**Slippy Toad** – Amphiboid pilot with a penchant for stunt flying!



**Peppy Hare** – newest member of the team. Often needs rescuing from dogfights.



**Falco Lombardi** – No. 1 wingman: aggressive and arrogant. Wants to be leader.

**Fox McCloud** – Squadron leader and sworn enemy of Emperor Andross.

Playing StarFox is like playing a vertical scrolling shoot 'em up from *inside* the cockpit. You can't loop-the-loop, or fly round in a circle, but it doesn't matter because this way you don't end up getting into tedious dogfights or getting lost – the action just keeps comin' right at ya.

The 3D graphics are nothing short of spectacular, with huge amounts of detail and masses of things whizzing around. Animation on the enemies is pretty hot but the bosses are just incredible as they

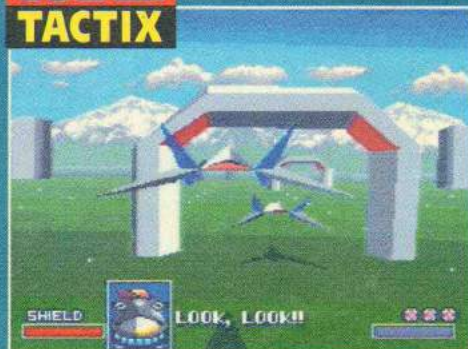


Out in Sector Y, you run into a swarm of sticky space amoebas. Unless you perform a swift barrel roll, they cling to your Arwing.

**TOTAL!**  
**TACTIX**

## Two for the price of one

Give yourself a fighting chance with this sneaky tip...



During the defence of Corneria, follow Slippy though the first three hoops – and then fly through the next two...



... And you're greeted with a weapon power-up. Why have single blasters when doubles are twice the fun?



Survive the amoebas and you have to face this huge beast. With violently swinging arms, it's deadly but very impressive.





And instead of the hover-gun, you face this ruddy great tank. Still, the bigger they come...

Play on level 3 and Corneria takes on a decidedly autumnal look. It also has a different layout and a new range of hazards to avoid – like these big falling-over-type pillars.



swoop and swerve around the screen. All this gives StarFox a high sway factor; you can't stop yourself from rocking from side to side in your seat, ducking as you fly under gates or wining as you slam straight into an asteroid – even if you're watching someone else!

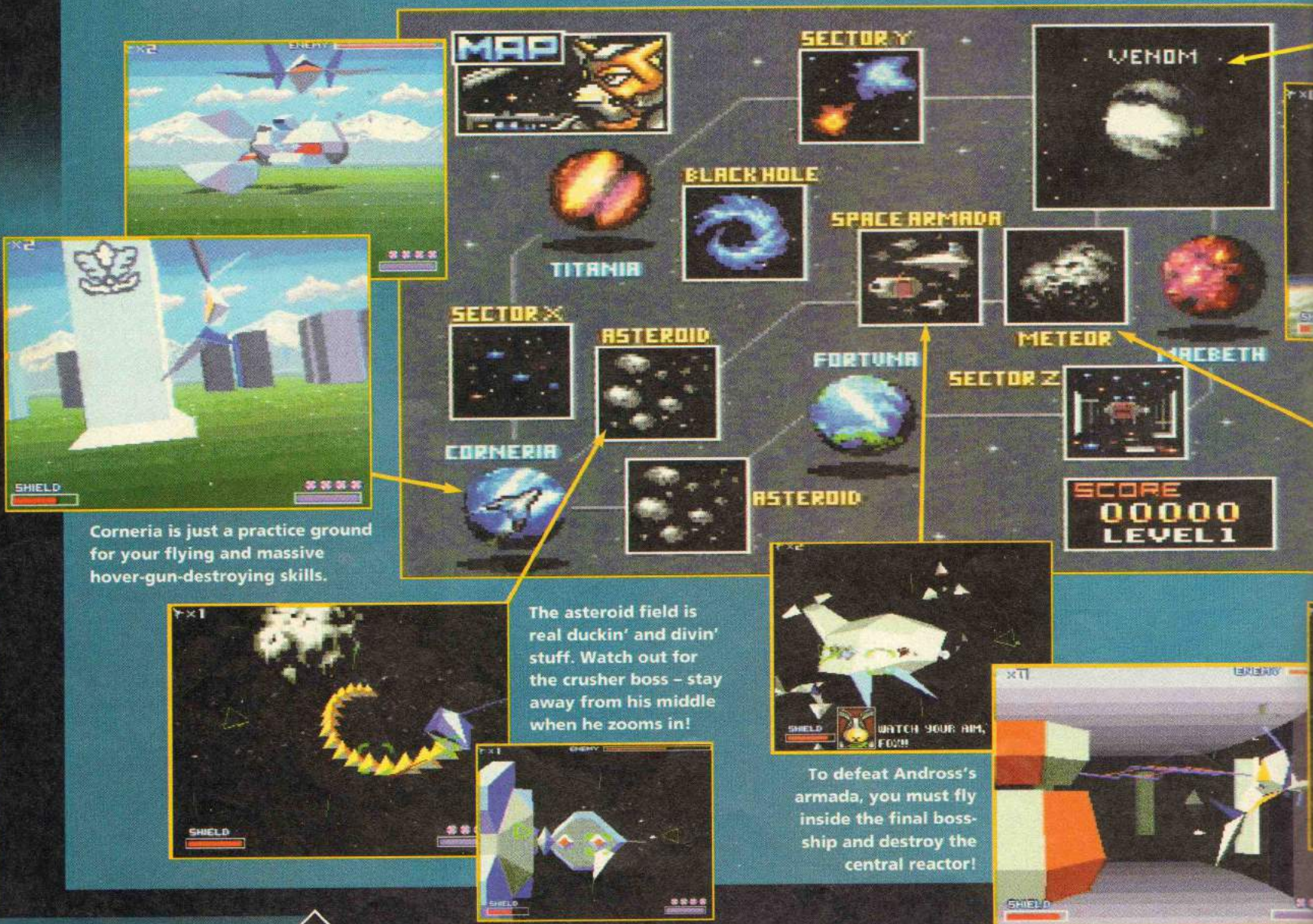
In truth, there's not an awful lot of originality in StarFox. If you've seen previous Argonaut titles you can see where the bulk of the game comes from: most of the ideas are right out of Starglider and Starglider 2 (which Argonaut coded for 16-bit computers), and the control method is just like the one they devised for the Amiga conversion of Afterburner. Chuck in a bit of Star Wars, Return Of

StarFox is a terrific shoot 'em up. Slick graphics, stunning animation and even stunning-ier gameplay. Brilliant!



## Battling across the cosmos to Andross (the easy way)

There are three routes through the Lylat system to the final showdown with Emperor Andross. Here's a brief guided tour of level 1 (which you should complete in a day or so). The other two levels are complete b—, er... a lot harder and should keep you going for some time!







Any game that makes me play until the early hours of the morning can't be all bad! StarFox really is a stunner!

The Jedi and Tron, shove in some Welltris, mix it all up with a state-of-the-art 3D graphics chip and... Bingo! Easy, really: I don't know what all the fuss is about.

StarFox has just redefined Super NES gaming. I feel sorry for anyone trying to release a new SNES cart, because it's gonna look pretty crap next to StarFox. And there's nothing to touch it on any other console either – Sega's laughable Mega CD games just pale into insignificance compared to this stunning 3D shoot 'em up.

Oh, and don't be fooled by the sad two-dimensional piccies splattered over these pages – StarFox really has to be seen to be believed!

STEVE

**TOTAL!**



Wonder if old McCloud is still in there?

## A hole new level

We've been where no other review has...



The black hole is full of space debris – and power-ups! You enter via the asteroid field (we'll tell you how, soon!).

## TOTAL! TEK-SPEX

Game	StarFox
Levels	17 stages (2 secret)
Difficulty	3 skill levels
Continues	Gained during play
Release date	April

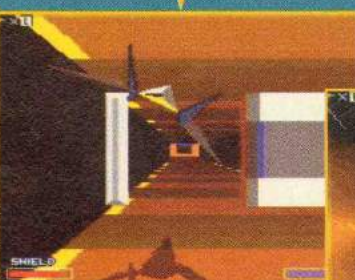
Wow! This intergalactic paper plane game is brilliant! (Steve, can I take this stupid mask off now, please?)



You must survive a frantic space battle before reaching Venom.



On the surface of Venom, things heat up as you dodge monolithic pillars and fight a huge, schizophrenic boss!



The climax comes in the showdown with Andross – first his head and then his spiny cube-brain!

The meteor is the first real panic level, with huge boulders, giant walker robots and a colossal thrashing robo-spider to defeat!



**STAR FOX**

**Looks** [10 bars]

■ Unbelievable – you'll twist and turn in your seat! Colourful, fast, and impressive

**Sounds** [10 bars]

■ Brilliant soundtrack: thrilling, moody, ominous. The FX are spot-on, too

**Gameplay** [10 bars]

■ Tweaked to perfection: the action is frantic and unrelenting – utterly fantastic

**Life span** [10 bars]

■ Plenty of mileage in harder levels, and you'll keep coming back again and again

The best shooter I've ever played. If you buy StarFox on a Saturday afternoon, I guarantee you won't turn it off until sometime early Sunday morning!

**Final rating**

**96**

**Percent**





# SUPER SWIV

**S**wiv is still widely considered to be one of the finest shoot 'em ups ever to appear on those crumbly home computers. It gave Amiga owners an instantly playable, smooth-scrolling and extremely tough one- or two-player blast. And now it's on the SNES. Hooray!

Basically, some smelly old aliens are trying to take over the Earth. Again. It's your task, using either a super hi-tech jeep or a super even-higher tech helicopter, to pierce their heavily guarded defence zones and lob all manner of destructive weaponry at them.

**For SNES (1-2 players)**  
**From Storm/Sales Curve**  
**Price £45**

Each vehicle has its own pros and cons, making the two-player game a harmonious and balanced experience (apart from the inevitable arguing over who's going to have which one). Should you choose the helicopter, then air attacks and ground-to-air missiles will take chunks out of you, while

**SWIVS**  
Never a dull moment - loads of stuff to dodge, chase and blast. Power-ups galore. Some surprising elements of strategy



Erm, my jeep seems to have turned into a variety of small speedboat. I'll just keep my finger on the fire button, then.



This guy insists on throwing out hundreds of lethal support craft and takes about ten million hits before dropping out of the sky.

## TOTAL! TACTIX

### Don't boss me around...

You can't let those bosses get the better of you. Follow our guide to beating the first three end-of-level gits and you'll be laughing.



#### LEVEL 1 BOSS

Stay slightly to the left or right of the central gun turrets, blasting away. The two hatches are then vulnerable. Keep your distance and fire as soon as they open. If you're the jeep, stay out of the way and use diagonal fire.



#### LEVEL 2 BOSS

Concentrate on one of the three hidden turrets at a time. As the glass cover slides away, stay slightly to the left or right and blast the insides. Be alert for the sprays of bullets occasionally delivered by the small cannons.



# Going ballistic – hits and missiles

In Super Swiv you've got some marvellous alien-incinerating weapons at your disposal. Store them up and bring them out at the right moment for a spot of mass destruction.



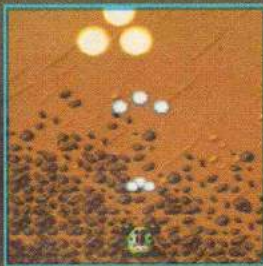
## MULTI MISSILE

Your standard, default blaster. Power this up to the maximum and hold down the fire button for some healthy carnage.



## FLAMETHROWER

A short-range weapon. At full power it's pretty devastating, but it's only of any use against ground-based enemies.



## SPREAD BOMB

This can be powered up fourfold, and is probably the most effective weapon against the hectic air onslaughts on the later levels.



## FLAME CIRCLE

The most destructive special weapon. Save it for the bosses – particularly the underwater swine at the end of Level 3.



## LASER

Appears towards the middle of Level 2. It takes out virtually everything with one blast, but requires some nifty accuracy.

the jeep is slower and more prone to lumbering into tanks and stray missiles. However, the jeep has the vital ability to lock the angle of fire, which means that, you can shoot in a completely different direction to the way you're moving.

Each ship is thoughtfully equipped with short-range, long-range and wide-range weapons, all of which can be powered up to seriously destructive levels. There are also some suitably deadly

special weapons to be fished out of power-up pods. And you'll need 'em too – at the end of each level there's a ridiculously stubborn end-of-level boss and it'll take all the firepower you can muster to cream them.

This may all sound like familiar and straightforward shoot 'em up fare, but Super Swiv has a polish which gives it an unconventional and original feel. The graphics

are satisfyingly chunky, yet still manage to move smoothly and feature some incredible detail. The sound is exceptional too, with appropriately ominous incidental music and some fab explosion effects. It plays wonderfully with one or two players, and has masses of challenge to push you to the edge of frustration and still pull you back to the joypad.

STEVE

**TOTAL!**

## TOTAL! TEK-SPEX

Game .....	Super Swiv
Levels .....	8
Difficulty .....	Hard
Continues .....	None
Release date .....	April

**SPIVS**  
Three lives and no continues. It's a bit harsh, isn't it? The bosses are stupidly hard – you'll soon reach for that Action Replay

## ... Matey!



## LEVEL 3 BOSS

Don't be tempted to run away from the growing circle. Hop inside it, where you'll be safe, and furiously blast the central core of the boss before it nips underwater. Use the flame circle special weapon, if you have it.



Um, I think I should have stayed at home today. Maybe if I just stop shooting these aliens we can all be friends... Maybe not.



Here, the jeep attempts to blast away an impenetrable section of terrain, while the plane flies overhead, chuckling to itself.

## Looks

Sharply defined sprites and some beautifully scrolling backdrops

## Sounds

Some of the best crunches, crashes and bangs ever on the SNES. Great music, too

## Gameplay

Scarily frantic. Challenging on your own, and a suitably selfish two-player game

## Life span

A hell of a challenge, but the lack of continues may prove too frustrating

Fabulously playable one- or two-player blaster – easily rates among the classic SNES shooters. But be warned – it's tough (maybe too tough)



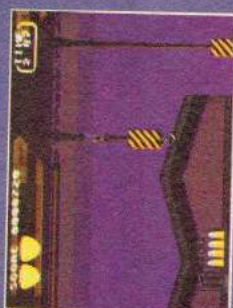
**Final rating**  
**83**  
**Percent**



## Trailer for mission 1!



THRILL! To the ladder-climbing escapades.



SWOON! As Riggs dangles from overhead cranes.



PHEW! As our hero swims through a sewage pipe.



GASP! AS Murtaugh gets a shark up the bottom.



SQUAWK! As the terrorists shoot at the good guys.

# LETHAL WEAPON

For SNES (1 player)

From Ocean

Price £45

**P**icture the scene... A dirty, smoke-filled room. Splinters of sunlight slice through the hazy atmosphere. A large man wanders into the room. The only available chairs are filled by two plain clothes detectives. Riggs has long hair, an Australian accent and a deathwish. Murtaugh is black, with greying hair and a voice like rolling gravel...

**Riggs:** So what's the case, boss?

**Boss:** Four missions, guys. We've got smugglers unloading contra-

band at the docks, terrorists holding the city to ransom, a shopping mall in the hands of renegades and Leo Getz is being held hotsage.

**Murtaugh:** Four missions!?

**Boss:** Well, five counting the last one. But that's secret and you probably won't survive long enough to try it anyway.

**Murtaugh:** (Sighing heavily) I'm too old for this...

**Riggs:** Hey Moe! Cheer up. No one lives forever!

**Boss:** Yeah, don't worry so much. Anyway, you'll have several flak jackets on, you get a couple of lives and you can continue after you've died.

**Riggs & Murtaugh:** What!?

**Boss:** And you can collect flak jackets as you go.

**Murtaugh:** Really?

**Boss:** Yes, but you'll have to jump across some nasty platforms and ledges. And occasionally you

**WEAPONS**  
Good presentation.  
Tough, demanding.  
'n' addictive. Lovely-looking levels - detailed and moody

## Now over to mission control...

Like a hard version of Mr. Benn, the doors opposite lead to all sorts of adventures



Inside the office complex, Riggs fails to avoid the air vent inlet, and gets whooshed down to the floor below. Airhead.



R1665

### Murtaugh

Murty's a big-hearted black guy who's a bit too near retirement age to be risking his neck following an utter looney like Riggs around.

**Riggs**  
Never got over the loss of his wife. Can't bring himself to commit suicide and now has a deathwish. Hugely depressing but still gets all the girls.



MURTAUGH

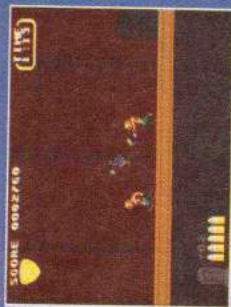


**MISSION 4** - Seriously hard platform action to rescue Leo Getz.



**MISSION 1** - Climbin' and swingin' in dockland.





**MIAOW!** When Right Said Fred get in on the act.



**BOING!** As our cop jumps on an inflatable raft.



**COWER!** In terror at the death-defying leaps.



**HOOT!** While Riggs climbs up the ship's smokestack.



**KILL!** The nasty sailor at the end of the mission.

# POW

won't be able to see where the next ledge is...

**Riggs:** Great!

**Murtaugh:** Sounds pretty unfair to me.

**Boss:** Yeah, it's a bit on the dodgy side. Then you've got alligators and sharks which are really hard to avoid, and some vile jumps which require split-second timing.

**Riggs:** Great!

**Murtaugh:** What happens if we miss a jump?

**Boss:** Ah. Well, um, you have to

## TOTAL! TEK-SPEX

Game .....	Lethal Weapon
Levels .....	5
Difficulty .....	3 settings
Continues .....	8 (on easy)
Release date .....	Out now

go all the way back to the start of that bit.

**Riggs:** How do we finish a mission?

**Boss:** There's a big, nasty bloke at the very end who you have to kill.

**Riggs:** Great!

**Murtaugh:** How long do you think it'll take us?

**Boss:** Well I reckon you pro's should be able to finish it off in a couple of weeks.

**Riggs:** Is it fun?

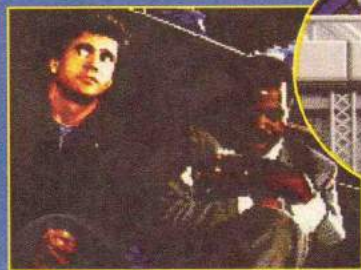
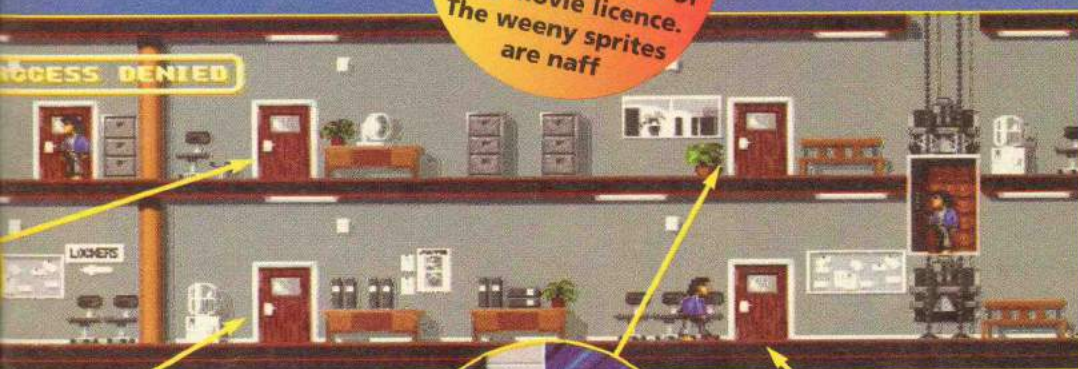
**Boss:** Weeell, it's very frustrating but sort of addictive at the same time. It's not the best platform shooting action you've seen, but there's lots of killing and plenty of smart scenery.

**Murtaugh:** Uh... there's no chance of a desk job then, Boss?

**STEVE**

**TOTAL!**

**WEAPOFFS**  
Unfair, occasionally frustrating gameplay. Unimaginative use of a big movie licence. The weeny sprites are naff



**MISSION 3** – High body-count action in the shopping mall. Lots of stairs and elevators.



**MISSION 2** – Shootin' and swimmin' down in the sewers.



At the end of the second mission, Riggs faces a bomb-dropping, machine gun-toting Arab terrorist. Oh, and a drinks dispenser.

## LETHAL WEAPON

**Looks** [Progress bar]

Polished and smooth, with impressive parallax. Shame about the comedy sprites

**Sounds** [Progress bar]

Neat sampled speech, superb music but the effects are 'bang' and, erm, 'bang'

**Gameplay** [Progress bar]

Derivative, unoriginal and frustrating. But even so, you'll still get hooked!

**Life span** [Progress bar]

Individual missions are easy enough, but the whole game will take longer



Typical Ocean movie tie-in – standard platform shooty stuff with super-slick graphics. Good enough for Riggs 'n' Murtaugh fans, though

**Final rating**  
**69**  
**Percent**



# SYVALION



Now, this is an exciting bit. The game tells you to hurry up. Blimey. Er, will someone please wake me up when it's all over...

**For SNES (1 player)**

**From JVC**

**Price £45**



**TAMES**  
Repetitive, tedious, uninspiring... Oh, we'd be here all day. Infinite continues make it pointless

During this bit, you have to guide your wonky dragon thingy through the maze and shoot and bump into things. Brilliant, eh?



Here's a boss. He's a webby, winged git who jerks crazily around the screen before being killed very easily indeed.

**A**fter the dazzling Axelay and downright bizarre Parodius, you must be wondering how far the shoot 'em up can be pushed. Weirder power-ups? Dipplier sound? Zanier game-play? An utterly unbeatable end-of-game git? Well, picture the scene at JVC...

**The Boss:** 'Right, lads. We're getting good reviews for Super Star Wars. Where's this multiple-scrolling shoot 'em up you've been working on?'

**Programmer 1:** 'Oh, it's great, sir. It's called Syvalion, and you play, er, a dragon.'

**Boss:** 'Hmm. I see. And what does this dragon do, exactly?'

**Programmer 2:** 'Well, you can control his head - and his tail usually follows. Oh, and when you press fire, he doesn't shoot a gun, he breathes fire! Brilliant, eh?'

**Boss:** 'O-kay. Sounds, er, interesting. So, why should people buy it?'

**Programmer 1:** 'I'd like to answer that in two ways. Firstly, by stalling, wobbling on about how it's a bit different so it must be good, and giving you this cup of coffee...'

**Boss:** 'Cheers.'

**FLAMES**  
Well, I suppose it is a bit different. (But that's hardly going to keep you wading through such a crap game)

**Programmer 1:** '... And secondly, I'd like to say that, er, there isn't anything very new about it, as such, so to speak, er, as it were...'

**Programmer 2:** 'What he's trying to say, sir, is that you control this dragon who shoots flame. If you hold the flame button for too long, the flame runs out. Release it and the flame regenerates. Get to the end of a level and you have to defeat a boss. But we couldn't be bothered to design any original ones, so we made them all behave similarly and just hid them behind different sprites. Oh, and there's a crappy time trial, where you have infinite flame power and just have to race through a level, nabbing as many points as possible.'

**Boss:** 'You're fired!' **JAMES**

**TOTAL!**

**SYVALION**

**Looks**   
■ Like 1970s wallpaper, it looks dated and horribly garish. Hilariously crap bosses

**Sounds**   
■ Tragic music, exploding sounds, and a barely respectable flamethrower effect

**Gameplay**   
■ It's such a pain to control that you soon stop caring and just plough through it

**Life span**   
■ You'll play it, slag it, and then never, ever, ever want to see it again

**TOTAL! TEK-SPEX**

Game	Syvalion
Levels	8 mazes
Difficulty	Average
Continues	Infinite
Release date	Late March



Yeah! Torch the alien slime! No, it's no good, I can't get excited about it. Turn it off. Now. Put Street Fighter II on. Please.



An unbearably naff and unplayable maze blaster. The sort of game you buy for your worst, most hated enemy. Complete and utter rubbish

**Final rating**  
**20**  
**Percent**



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available from the above address on receipt of a SAE.

Wow





# SNES ROUND-UP

These ones didn't deserve a whole page each, so we squished 'em all up.

## RANMA 1/2 part 2

For SNES

From Masaya

Price £55

**W**e'd better get one thing straight right now – this beat 'em up is no Street Fighter II. It's a

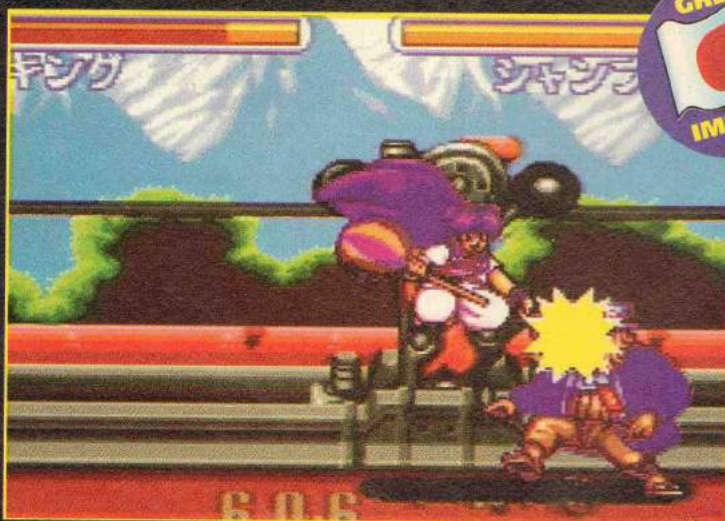
pretty little game, though, with a wide choice of interesting characters and a lot of SFII-esque touches, like best-of-

three-bouts gameplay and a nice selection of special moves (although they're more humorous than dangerous!).

The main drawbacks are the awkward controls and the fact that, unless you can read Japanese, the only way you're gonna discover the special moves is through trial and error.

All in all, this is a very

average game. It looks nice and is a slight improvement over the original, but there's definitely something lacking. **JAMES**



Ha! The exploding cigar special move. Works every time.



Oo-er, that fat panda looks a bit too hard for me. I'm off!

### RANMA 1/2 part 2

#### Looks

Very well drawn sprites and some great-looking backgrounds

#### Sounds

These can only be described as weird, but they do the job

#### Gameplay

Haphazard, but if you speak Japanese you might get more out of it

#### Life span

Because it's so uncontrollable it just gets boring very quickly

**Final rating**  
**68**  
**Percent**

## PRO QUARTERBACK

For SNES

From Tradewest

Price £45

**T**he Superbowl's come and gone for another year, so if you want to enjoy a game of American Football it'll have to be on your SNES.

And it'll have to be a game other than Pro Quarterback. The game's copied the John Madden view-point, and like Madden it has a play-calling menu system that

pops up on screen, but that's where the comparison with Madden ends. The graphics are awful and

the animation and collision detection make playing almost impossible. Okay, it's got lots of teams to choose from, but as the

basic gameplay's about as much fun as Chepstow on a wet Sunday afternoon, there's no hope for it at all. **CHRIS**



It's snow joke playing American football. (Cringe!)



The '1' above the player's head is his life expectancy – in seconds!

### PRO QUARTERBACK

#### Looks

Jerky Mode 7 pitch and players that look rougher than Jim with a hangover

#### Sounds

The tunes aren't bad but the effects don't give the feeling of US Footie

#### Gameplay

Poor animation and collision detection spoil the already scant gameplay

#### Life span

Even two players will soon give up on this virtually unplayable game

**Final rating**  
**33**  
**Percent**







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*"It certainly ranks as one of the best blasters on the (SNES) system" GamesMaster.*

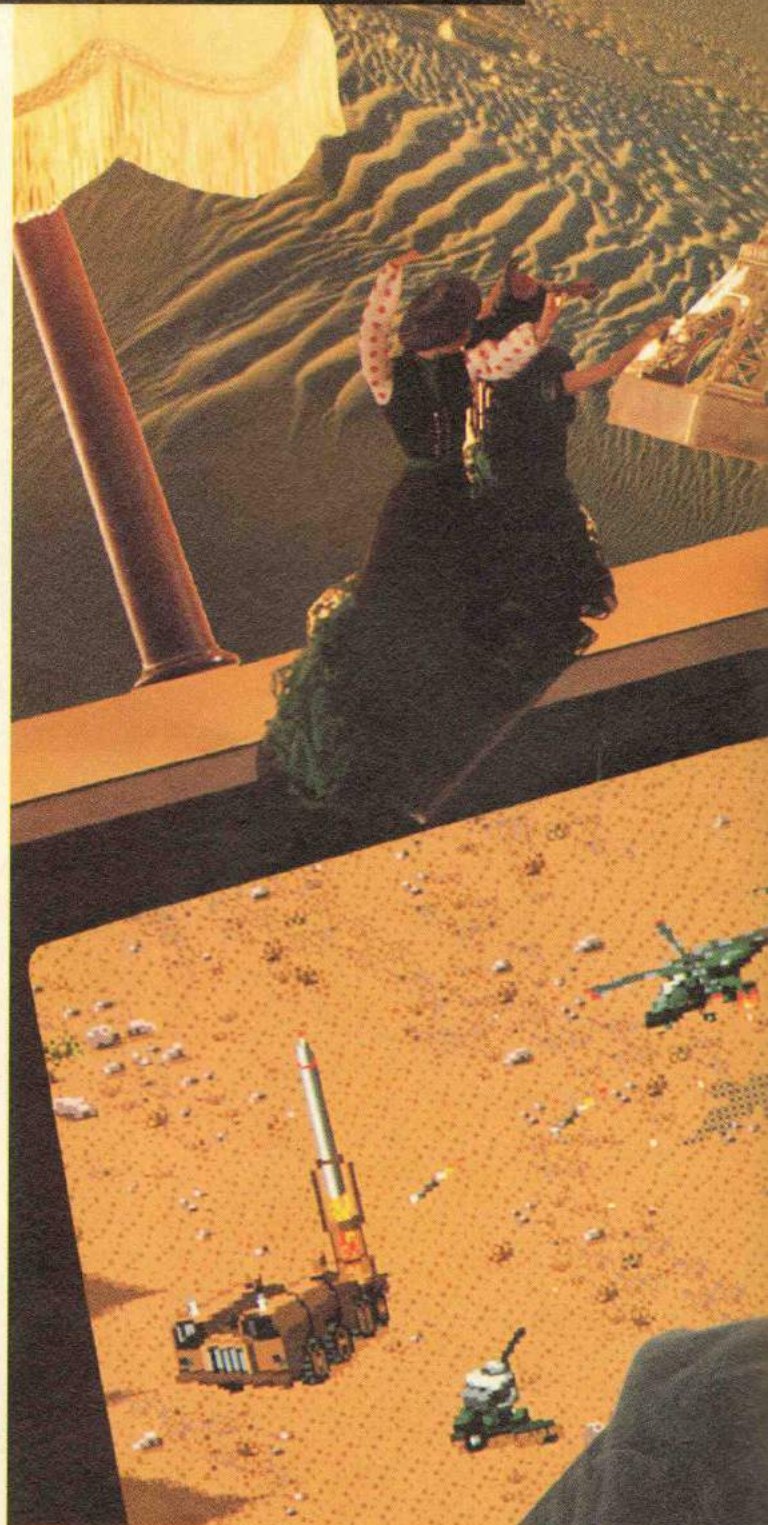


94% & Mega Game Award – Mean Machines\*  
Desert Strike is a trademark of Electronic Arts.

\*For Sega MegaDrive Version.



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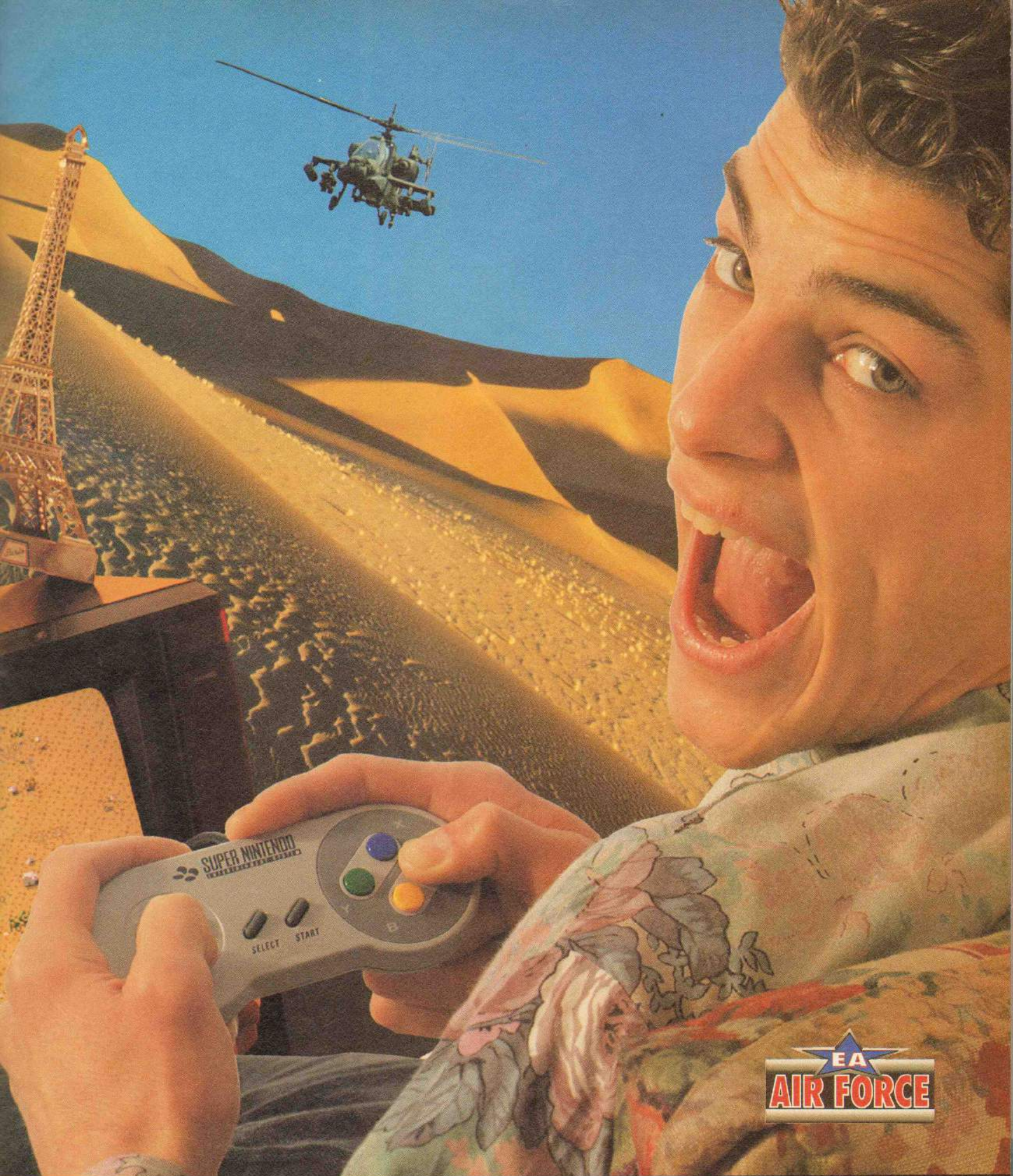


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# MEGA M

**For Game Boy (1 player)**

**From Capcom**

**Price £30**

It's just not fair, is it? Constantly chucking things at large, snake-like gentlemen when they're half asleep. (Great fun, though.)

## Robot death

Bosses. Find 'em, face 'em, fry 'em.



**Gemini Man** – Hasn't got a twin brother but he's a git anyway.



**Spark Man** – Mobile Van Der Graaf generator. A git.



**Shadow Man** – Leaves bombs lying around. What a git.



**Snake Man** – Slimy and slithery. Oh, and he's a git.

These electric things are a cinch. Just time it so you jump through between sparks...

Ooh, I've fallen...

**Y**ou know those Japanese B-movies on Channel Four – the ones with terrifyingly crap monsters made out of old washing-up liquid bottles and egg cartons? You do? Well, you're a bit sad then, aren't you? Nah, I'm just kidding. If you're in the mood, they can be a bit of a laugh. For at least eight seconds. Unlike Mega Man 3.

Now, what was the point of all that again? Er... Oh, yes. For some bizarre reason, Mega Man sounds like one of those films. The story could be about a loony scientist whose formula for instant facial hair removal goes wrong, and transforms him instead into a giant loony scientist, doomed to wander around obviously fake cities terrorising hordes of Japanese extras until, eventually, a lone hero notices his Achilles' Heel – a large red button just above the back of his foot, with the words 'Self Destruct' on it.

Er, this ladder appears to be suspended in mid-air.

Now, that's simply not possible, is it? (Look, it's just a game – Chris.)

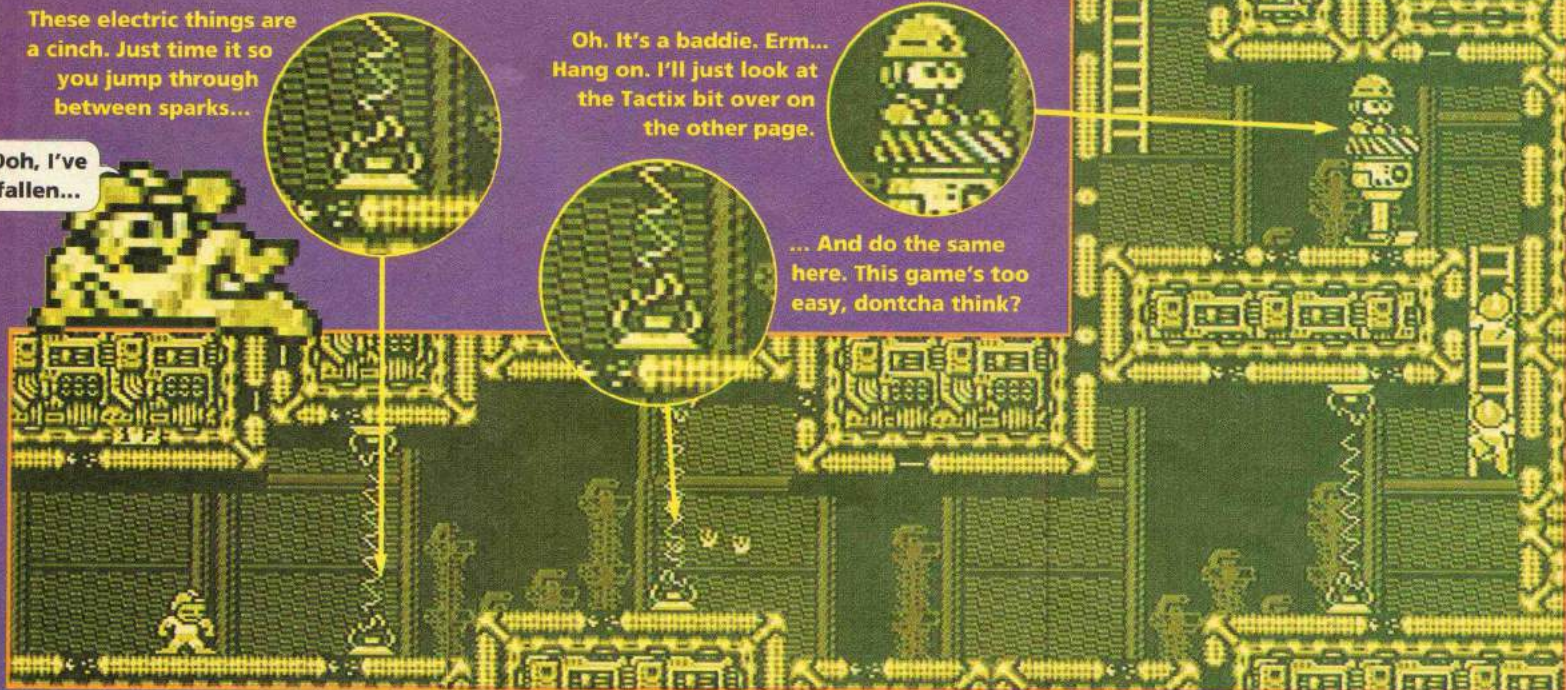
Oh. It's a baddie. Erm... Hang on. I'll just look at the Tactix bit over on the other page.

... And do the same here. This game's too easy, dontcha think?

**MEGA MEN**  
Very playable, with varied action, great characters and plenty of surprises. It all makes up for the lack of originality

Um, but that's not what this game's about at all. Mega Man was actually the hero of a series of incredibly popular NES games before Capcom sensibly allowed him to do his thang on the Game Boy. (We seem to have totally missed the first two GB Mega Mans, but by all accounts they're similar to this one.) Mega Man is a sort of cyborg James Bond wannabe. Either that, or he's just a bit of a git in a metal suit.

Whatever the case, he's got to single-handedly (almost) defeat the eight laser-spitting robot minions of the ragingly evil Dr. Willy.





# AN

# 3

Hey, I'm Mega,  
me. No really, I  
am – and so's  
my wife



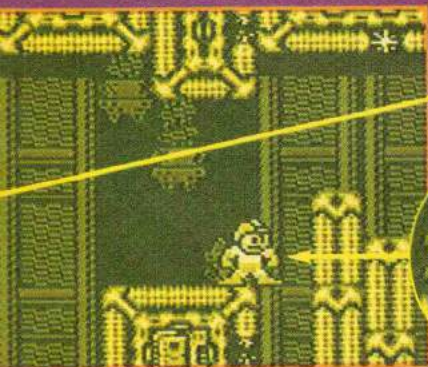
Although your success at this task ultimately depends on your own skills at precision jumping and blasting, there's plenty of help available to you. Weapon power-ups, energy pills and trusty K9-type doggy friend, Rush, whose hidden adaptors will get you past some of the trickier obstacles, all give you a much-needed boost when the going gets tough.

Each of the eight robot bosses lives in his own world – outer space, scrap-metal works, etc. – and to defeat them you must first waste the less powerful, but still nasty, enemies who guard the rest of the level. Should you manage to beat a

boss you'll acquire his weapon. This is very useful – Gemini Man, for example, has a laser which, if you get hold of it, makes the rest of the game a hell of a lot easier. (Hint: maybe it would be a good idea if you took him on first.)

Capcom have taken all the best bits from the NES Mega Man games and incorporated them into a fine bit of Game Boy platform action. It's tough, it looks great and, most importantly, it's alarmingly playable. Although it scores pretty low on

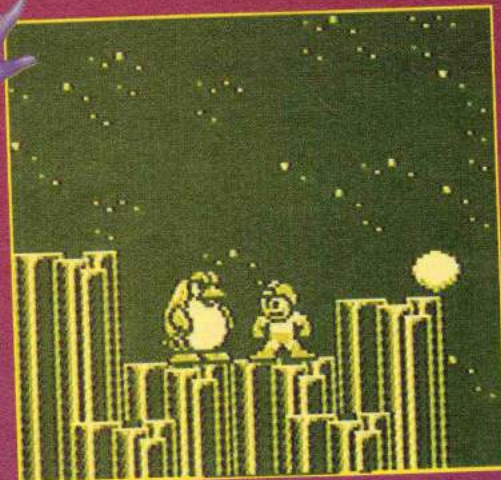
**MEGA DRIVES**  
Scarily unforgiving gameplay – maybe too tough for beginners. Some bits can be frustrating rather than challenging



I didn't actually get past this bit without running into the thing that falls out of the pipe. Pathetic really, isn't it? Still, I am getting old.



Phew! Made it. This level's getting a bit tough, isn't it? Right, so what's next? Darn it, there's no more space to show you the rest. I'll be off home now, then. Bye.



'Mutant Penguins From Outer Space...' Yeah, I like it. It's original, it's got style, it's got class, it's got... well, penguins.

the originality meter, Mega Man 3 is nevertheless a stormer of a game, with a challenge tough enough to make the whole thing worthwhile. **STEVE**

**TOTAL!**

## TOTAL! TEK-SPEX

Game .....	Mega Man 3
Levels .....	8
Difficulty .....	Average/Hard
Continues .....	Infinite
Release date .....	Now: import

## MEGA MAN 3

**Looks**

■ Some of the best Game Boy graphics, ever. Sharp and impressive

**Sounds**

■ Great spot effects and some thankfully unobtrusive in-game music

**Gameplay**

■ It may be familiar, but there's loads to see and do (and to swear at!)

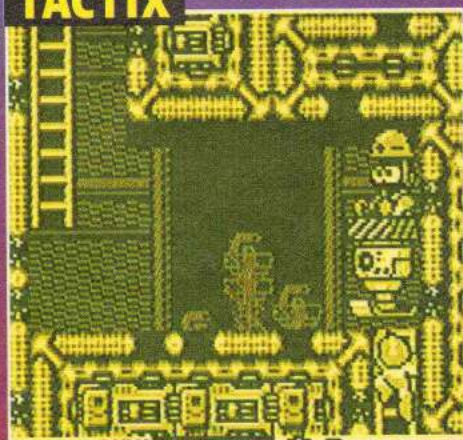
**Life span**

■ It'll take a while to finish, but infinite continues and passwords make it easier

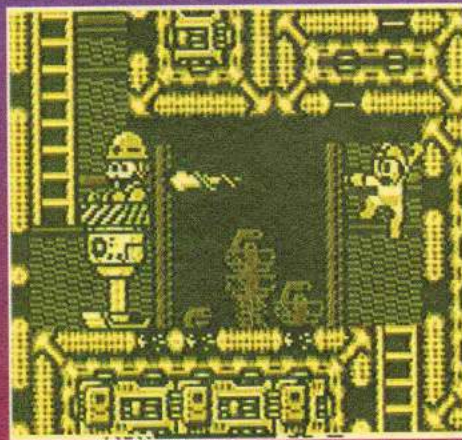
**TOTAL!**  
**TACTIX**

## Don't be a hero. Hide!

Mega Man 3 isn't a game to rush blindly through, frantically vibrating the fire button. Some bits demand a stealthier approach...



As you enter this screen, it's tempting to just blast away at the robot. Don't. Wait on the ladder and bide your time...



... When he's out of the way, spring up and blast him in the head. Then nip back down the ladder when he attacks again.



A challenging and appealing sci-fi bash 'em up. Okay, it's nothing new, but who cares when it's as fun and addictive as this?

**Final rating**  
**83**  
**Percent**



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# SPEEDBALL 2

**For Game Boy (1 player)**

**From Mindscape**

**Price £25**

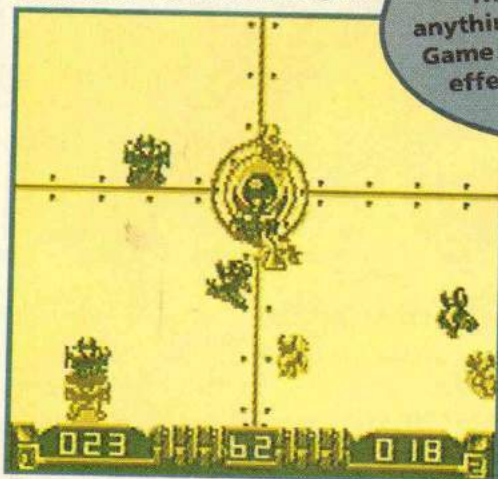
**A**h yes. The crunching of bones on steel, the gushing of blood, the screams of pain and the sound of someone shouting 'ice cream, ice cream'... These were just some of the glorious ingredients to be found in the original

Speedball 2 on the 16-bit computers, but boy has it suffered on its journey to the Game Boy.

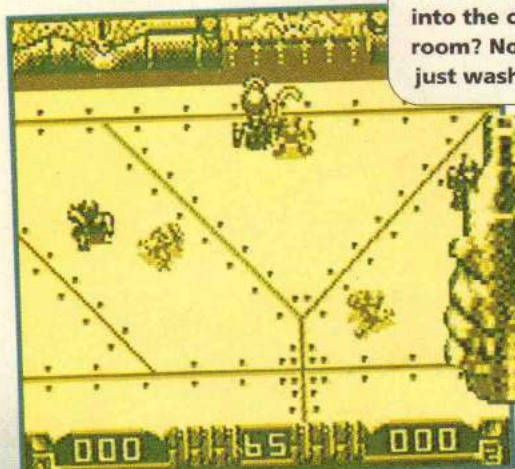
As well as being all about violence, Speedball 2 was about speed. For those who had become bored of poncing around with footballs and tennis balls this was like a breath of fresh air. The idea was to carry a metal ball around, throw it at various targets to score points and chuck it in your opponent's goal mouth. In order to achieve this you could beat the living hell out of everything that tried to stand in your way, but you also needed lightning-fast reactions.

Whereas only players with a quick eye and an equally fast hand would prevail in the original game, on the Game Boy the whole thing runs so

**SPEEDS!**  
There's not really anything else like it on the Game Boy. Um, the sound effects are still pretty good. Er...



The weeny players are a problem. As you can see, it's pretty hard to see whether this is a game, or dirt on the screen.



If the goalie intercepts your attempt to score, don't worry. Simply punch him repeatedly until he falls over. Job done!

**TOTAL! TEK-SPEX**

Game .....	Speedball 2
Levels .....	3 options
Difficulty .....	Easy
Continues .....	None
Release date .....	Out now



**WEEDS!**  
It plays far too slowly. The computer opponents are nowhere near as clever as they should be. Points targets are unclear

I suppose you think that's terribly titter-some, don't you?

This is where you train up your team. I've decided to pay special attention to Buzzer here, because he's so tragically ugly.

slowly and the targets are so small and indistinct that it plays more like underwater bowls than the high-speed bone-crusher of old. Most of

the original options are still there and the gameplay is identical, but if it's playability you want, you're scuppered. The lack of speed is bad enough, but your opponents aren't intelligent enough to provide any serious opposition either.

If any of you Game Boy owners want to buy this because you loved the original, don't - you'll be disappointed. Those who have never seen the game before might get a bit of mileage out of it, but even then you'll find it too slow, too easy and really rather average. **ANDY**

A valiant effort, but Speedball 2 was a classic and this ain't. They shouldn't have tried to convert it if they couldn't do it well enough

**SPEEDBALL 2**

**Looks** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■  
■ The programmers have done their best but it's hard to see what's going on

**Sounds** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■  
■ The sound effects and theme tune surprisingly haven't suffered too badly

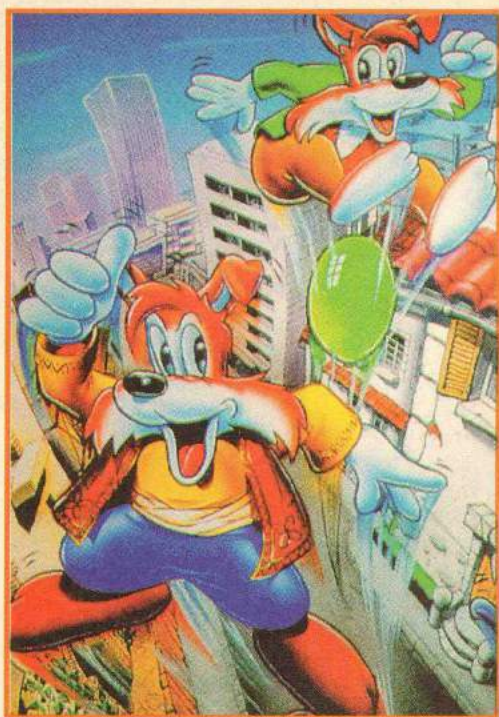
**Gameplay** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■  
■ Unfortunately, lack of intelligence, speed and difficulty have ruined a classic

**Life span** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■  
■ Fans of the original will throw it straight out. Others will tire of it very fast

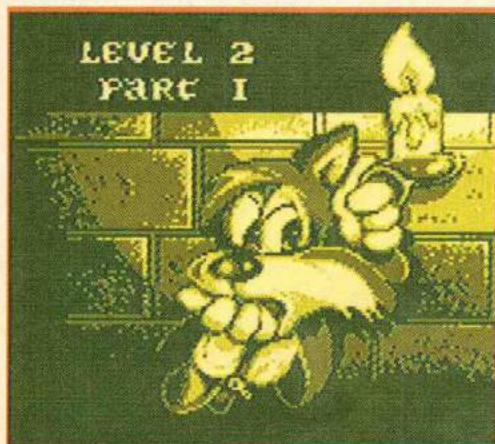
**Final rating**  
**51**  
**Percent**







Dunno what Titus and Zorro are up to here, but they look like they're enjoying it.



Each level has its own theme and you'll see a cute piccy of Titus in an appropriate pose at the start. Boring, but fairly cute.

**T**itus The Fox is, to be frank, a bit of a berk. All he wants to do is get to Marrakesh and back, but does he go the easy way (via Morocco Airlines)? Does he hell! He takes the hardest way possible, through 17 levels of a Game Boy platform adventure (although in two-player mode he does have his cousin, Zorro, to help him).

As if the trip wasn't arduous enough, for some unexplained reason there are people out to stop Titus reaching his destination. If you do come across any of these bad guys on your travels, then you're gonna need the help of the boxes that have been

conveniently left lying around the levels. Pick one up and throw it... SMACK! End of baddie.

It will also help if you pick up as many of the bonus blocks as you can, because every third level is a bonus stage. Collect the bonus blocks on these



You'll see these boxes lying around all over the place. Pick 'em up...

... And then throw them at bad guys like this one 'ere.

After you've thrown the box, you can pick it up again.

# TITUS THE

**For Game Boy (1-2 players)**

**From Titus**

**Price £30**

stages (don't worry, there are no enemies here), add these to the total you've already got and then see if you've got enough for an extra life – maybe even two, if you're lucky.

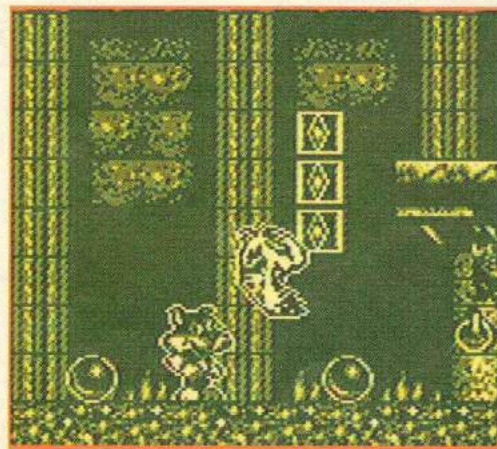
Although each level is fairly straightforward, there are hidden routes that will make your journey a bit easier. As with all platform games, however, you'll have to spend a lot of time finding them. You can spend all your time picking up the bonus



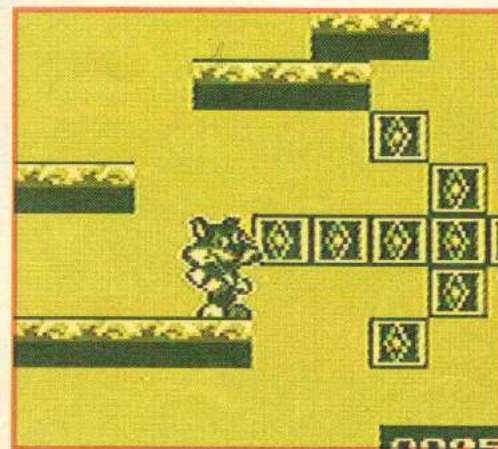
blocks that will pay off for you later on in the bonus stages, but this will invariably lead you into more bad guys and make the game harder.

Titus is a polished platformer with lovely graphics and lots of atmosphere.

In fact, it's got almost all the right ingredients apart from one: originality. The gameplay is too samey and you'll become bored with it very quickly. And because once you've sussed each level you can come back to it and get through it fairly easily, the life span isn't that long either (especially with



Excuse me, Mr Ghosty, instead of eating me could you please tell me where the exit block is? No? Ah. Well, I must be going...



This is a bonus game – one appears every third level. Collect enough of those blocks and you'll get an extra life.





Don't bother about this thing up here. Just keep walking to the right.

Here's another chap to (yes, you've guessed it) throw a box at.

These walls look impassable at first, but don't give up...

... If you stand beside it, another wall will rise up to boost you over it.

# FOX



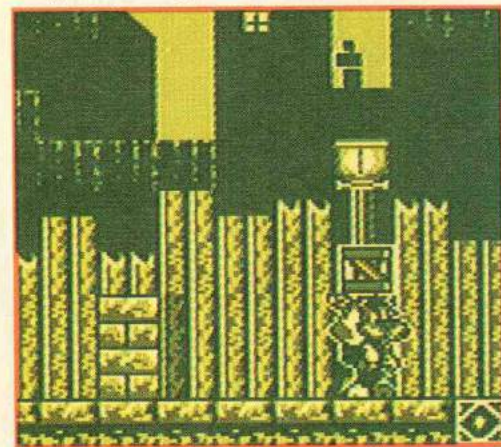
## FOXES

Nice backgrounds and sprites – the main character is especially good. A very easy game to get into

no end-of-level bosses to deal with). If there weren't so many Game Boy platformers around already, Titus might have got away with it, but these days to succeed you need to have something special. And,

sadly, this hasn't got it. **JAMES**

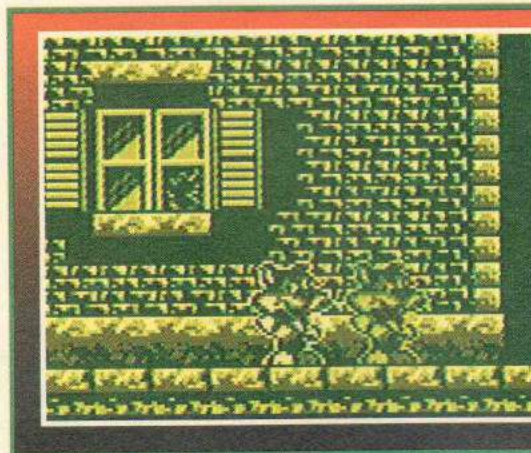
**TOTAL!**



See that square flashing thing in the right corner, that's your exit marker, that is. Just walk into it to finish the level.

## TOTAL! TEK-SPEX

Game	Titus The Fox
Levels	17
Difficulty	Medium
Continues	3
Release date	Out now



## TWO-PLAYER LINK!

One novel thing about Titus is the two-player mode. Rather than being a straightforward head-to-head, this lets the second player control Titus' cousin, Zorro. You both play the same level at the same time and can help each other out. It's not particularly amazing, but we thought we'd show it anyway.

### TITUS THE FOX

**Looks**

■ Nicely detailed backgrounds and lots of good-looking characters

**Sounds**

■ Well done, but yet another dull, nauseating cutesy platform tune

**Gameplay**

■ Very simple platformy stuff. Not particularly taxing or enthralling

**Life span**

■ Big levels, but once you've sussed it, getting through them won't be too hard

A competent platformer which is big and good-looking enough not to be dismissed. But the action has been seen before and been done better too

**Final rating**  
**71 Percent**





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# WORDTRIS

**For Game Boy (1 player)  
From Spectrum Holobyte  
Price £25**

**G**ame Boy owners everywhere will know that Tetris is the most addictive, playable and fun puzzle game ever. Wordtris is a game which owes more than a little to Tetris' gameplay, so is it all set to be the new Game Boy puzzle game for the '90s? Sadly, no.

As with Tetris, the idea of this game is to move falling blocks into the right position so that they disappear. However, in Wordtris you're dealing with letters instead of shapes, and rather than forming lines you have to make words. You play in a sort of well: the first letters float, but stick one on top of it and it sinks. You can have five letters in a column before they rise up the screen, and when they reach the top it's Game Over time.

Sounds fairly familiar, eh? Well, don't be fooled. In terms of excitement and

**WORDS**  
If you enjoy games like Scrabble, you may like this. Um... it's got -tris in the title

**NERDS**  
It's too hard, too boring and too slow - and I don't like the colour of the box

This bomb will blow up one letter. There's also dynamite, which destroys a column, and acid, which melts blocks. Exciting, huh?

addictiveness, Wordtris is a long way from being another Tetris. At first you spend a lot of time thinking about where to put the next letter, and very often you make a word without realising it - which rather ruins the challenge. When the game speeds up it just becomes random - you may as well close your eyes and guess. The graphics are bland and I can't see the sound going Top Ten either.

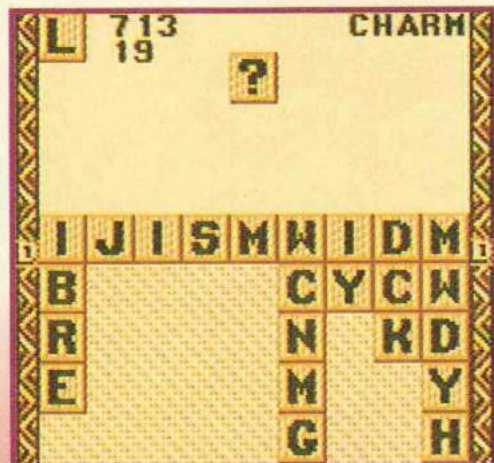
No, basically Wordtris doesn't compare with its elder brother. The prize of best puzzle game on the Game Boy still belongs to Tetris, and Wordtris' attempt on the title falls well short.

CHRIS

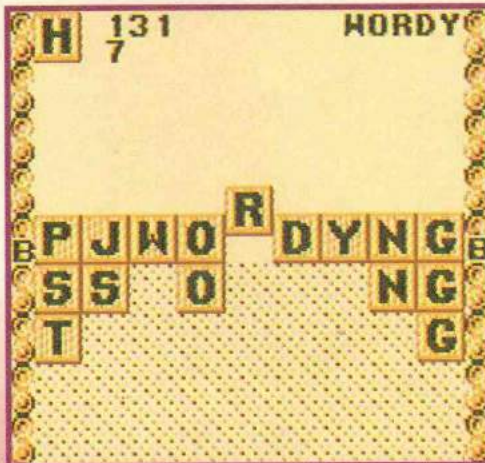
**TOTAL!**

**REAL! TEK-SPEX**

Game	Wordtris
Levels	10 speeds
Difficulty	Very hard
Continues	None
Release date	Now: import



This question block (if you turn it into the right letter) can be very useful. Hmm... (Clue: what does F + IBRE spell? - Steve.)



Look, I'm sorry to be boring, but I needed to get rid of some letters and WORDY was the only word that I could think of, okay?



There, that makes a word. And I've used the Q. Oh dear, I forgot this was an American game. Damn Yanks.

**WORDTRIS**

**Looks** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Not exactly spectacular. Even Tetris has some extra graphics to spice it up a bit

**Sounds** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ A dull, tuneless whine. Okay, it's only a puzzler, but the GB's capable of better

**Gameplay** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Not much of it, I'm afraid. It's basically Tetris with the good bits taken out

**Life span** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ You'll play it once and then throw it away. Well, that's what I'm doing

A poor imitation of Tetris, and a bad game in its own right too. It's just not exciting enough - even die-hard Tetris fans will find it a bore

**Final rating**  
**44**  
**Percent**



## Bucky goes Green...

Bucky gets ready to tackle act 3 on the Green Planet.

Be careful on these platforms – some of them vanish in a second or two...

# BUCKY O'HARE

**For NES (1 player)**

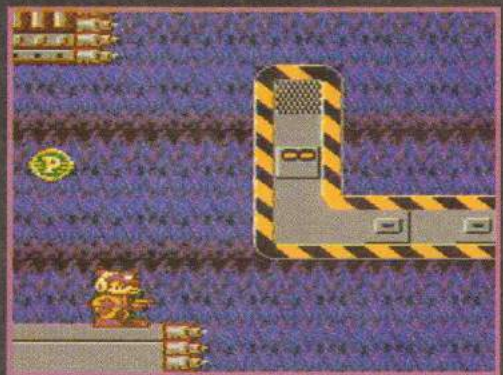
**From Konami**

**Price £40**

**T**iming, they say... Ouch!... is the secret of... Ow!... humour... Oh BOG! In which case, this must be the funniest game ever. Bucky O'Hare has timing puzzles you'll have bad dreams about: blocks which melt away in two seconds, asteroids which whizz across the screen, supersonic trolley cars heading for lethal spikes... It's all too horrible for words. But not for the programmers of this nightmarish cart, obviously.



Watch out for those giant rubbish mashers in the waste disposal section – another of those tricky little timing tests.



Hmm... just as well your character can climb walls, isn't it? Go down and you die.

It all starts innocently enough. You control a space-age rodent out to rescue his four pals, each of which has been whisked away to a different planet by your arch-enemies, the toads. The first thing you have to do is choose which planet to tackle first.

Easy-peasy. The first couple of sub-stages (or 'acts') are dead simple – platform arcade stuff which you'll waltz through on your first attempt. You meet some nasty, er, nasties, like leaping piranhas, insect-ejecting plants and exploding spiders, that kind of thing, but nothing Bucky can't handle.

Especially since each hit reduces his energy rather than killing him. And when he does die – well, he's got three lives, as well as infinite continues. And hey, there are only four planets to visit! And after freeing your pal you get a password so you don't have to do that planet again! (Hang on, I thought you said this game was tough! – Steve.)

But wait! Each planet is pretty big (there are several acts in each), so you get a lot of game for your money. And they get progres-

**BUCKY O'HARE'S**  
Luvverly graphics, good sound, and an incredible amount to see and do. Stick at it and a huge challenge awaits you

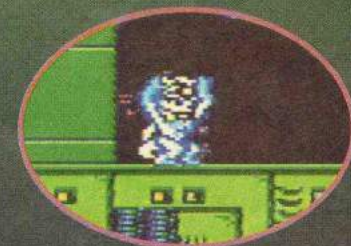
## The fantastic five...

As well as being able to shoot, Bucky and his pals have a few tricks up their sleeves...

Bucky is the leader, and can jump extra-high to get out of a tight spot.



Deadeye packs a triple-shot gun, and can also climb sheer walls.



Jenny launches sparkly bombs that you can guide manually to their target.



Blinky has a jetpack, and can fly over some nasty obstacles.



Willy has a super-duper power raygun which zaps through anything.





harder. The last one is an utter pig. And even when you've cleared all four planets you've still seen only a part of this massive game, cos as soon as you've managed to rescue your friends they all get captured again (bummer!) which means you've then got to free them from the toad complex, which is absolutely huge.

Bucky O'Hare does have its flaws, the main one being the patchy difficulty level. Some of the shorter acts look fearsome,

but you can walk through them without firing a shot. There aren't many baddies and the bosses aren't much trouble. Also, the infinite continues mean you don't have to worry about your health – there's a restart point at the end of every act.

But never mind all that, cos Bucky O'Hare has a lot going for it. The game really tests your timing and jumping skills – some sections will

have you biting chunks out of the wall! The graphics are lush, the soundtrack tolerable and the in-game effects good. On top of that, it's stupidly huge. You can forgive the bad bits cos there are so many good bits too.

It's just a pity about those infinite continues.

**TOTAL!**

ANDY



Those spiky blocks are lethal. So are those plummeting boulders. It's a hard life.

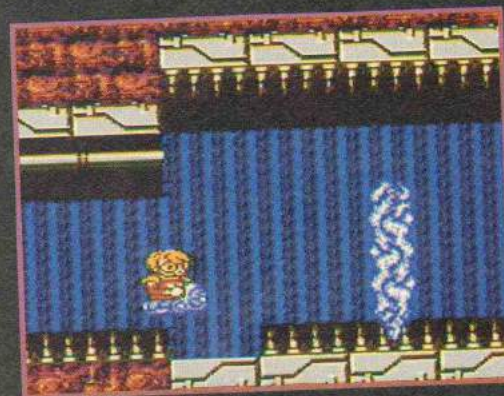
**TOADS**  
Some of the 'acts' are a walkover (literally) and the infinite continues spoil the long-term challenge. Can be very frustrating

## TOTAL! TEK-SPEX

Game	Bucky O'Hare
Levels	8 (+ dozens of 'acts')
Difficulty	Average
Continues	Infinite
Release date	Out now

## Friends in high places...

Your pals need rescuing, and here's where you'll find them...



Oh no, poisonous vapour eruptions. Pull in the reins on that jet-bike and wait till it stops. Oh, and don't land on those spikes – they can be a pain in the bum.

## BUCKY O'HARE

**Looks**

■ Hard to fault. Great sprites, fast action and not a jot of flicker

**Sounds**

■ A bearable soundtrack (for once) and some nice sound effects

**Gameplay**

■ Excellent platform arcade action, but some unreasonably easy/difficult bits

**Life span**

■ Those infinite continues kind of ruin it. Even so, there's a lot to do

A great-looking platform game that's stupendously huge. Some bits are too easy, some frustratingly tough. Overall, though, it's a corker





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**Q2.** WHAT IS THE NAME OF  
THE GIRL IN STREET  
FIGHTER II?

**Q3.** WHAT DOES SNES  
STAND FOR?

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# BURAI FIGHTER

**For NES (1 player)**

**From Nintendo/Taxan**

**Price £30**

**D**eep in the farthest corner of the cosmos live the Burai, an ancient alien race with limitless mental powers who have banished disease and sickness, brought peace and prosperity to their planet and mastered the arts and music... And now they're bored out of their minds.

To alleviate the tedium, the Burai have decided to conquer the Universe, by constructing thousands of robo-mutants to do their evil bidding. Not wanting to be the

inhabitants of Burai Planet number 1254C/Alpha, the people of Earth decide to launch a sneak, one-man attack on each of the seven Burai bases where the robo-mutants are constructed.

But who should they send? Burai Diplomat? Burai Traffic Warden? Burai Psychopath?

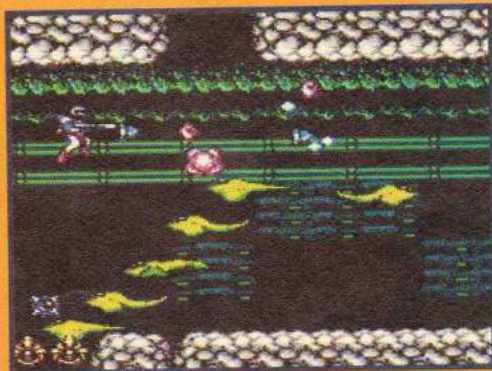
After much discussion, arguing and a rather unfortunate spelling mistake, they sent Burai Freighter, who dropped off 600 tons of towelling socks and was summarily blown to bits. One swift Tipp-Exing later, Burai Fighter was dispatched to the darkest recesses of the Burai Empire to do some damage.

What we have here is a neat shoot 'em up with a decent array of power-ups, hidden rooms, a variety of baddies and multi-way scrolling with side-on and overhead levels. There are three difficulty settings (from 'tough' to 'oh gawd') but level

**FRIGHTERS**  
It's on the tough side, so beginners might be put off. Levels are rigidly structured so you play them the same way again and again



Levels 3 and 6 are viewed from above, where Burai Fighter goes walkabout. Here, he's meandered into... erm... deep trouble.



Cut. CUT! No, no, no! (God, there's always one, isn't there?) Look, luvvy, you yellow alien things fly from right to left. Got it?



Save up energy pods and you can release a sparkly smart bomb. Sadly, this boss isn't impressed by the firework display.

Hold on a sec! Those aliens were wearing purple towelling socks...

**FIGHTERS**  
Very neat game design with scrolling that changes direction. Detailed graphics. Skill levels and passcodes keep it mean and keen

... I mean, purple! I'd have thought green was more their colour...

passcodes make it very come-back-to-able. There are precious few shooters on the NES, and this oldie's one of the better ones around. **STEVE**

**TOTAL!**

## BURAI FIGHTER

### Looks

■ Detailed, colourful enemies and backdrops. Big bosses are pretty impressive

### Sounds

■ It's never going to win any Brit awards, but the blasting sounds are blasty enough

### Gameplay

■ A solid shooter with a good mix of mindless blasting and tactical targeting

### Life span

■ You can make good progress and it still comes back with more challenges

## TOTAL! TEK-SPEX

Game	Burai Fighter
Levels	7
Difficulty	3 skill levels
Continues	Passcodes
Release date	Out now

A good test of your reactions and joystick skills. A fine shoot 'em up – sadly, one of the last specimens of a dying breed on the NES

**Final rating**  
**77**  
**Percent**



# PIRATES

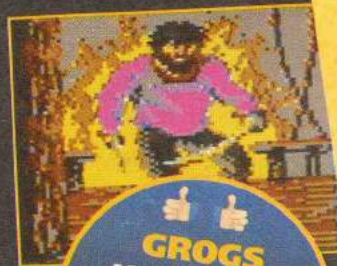
For NES (1 player)

From Konami

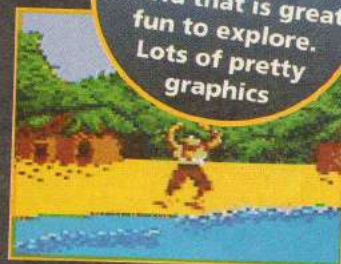
Price Dunno yet



Verily, this will be a grand adventure



**GROGS**  
Massive game world that is great fun to explore. Lots of pretty graphics



Like my coat? Only £25 from M&S. Bargain!



Oi, Chris! Stop mucking about and get back to work! Gimp



Typical. I go to the 16th century and meet one of Steve's ancestors



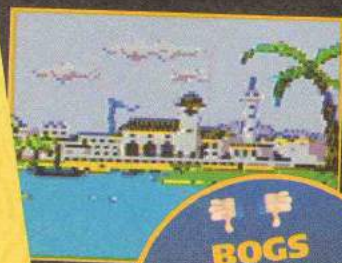
Oh dear, it looks as if these two have had one too many Babychams. They'll be 'Har, har, har'ing all night now.



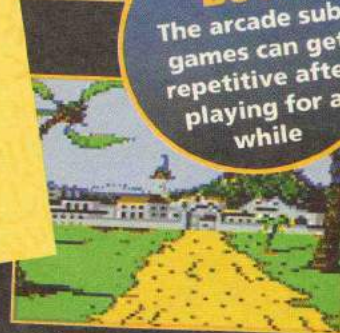
Oh no, another night in Andy's spare room



Just wait till you see where they put the bottle-opener...



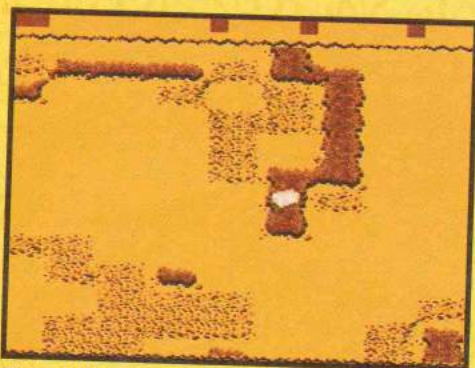
**BOGS**  
The arcade sub-games can get repetitive after playing for a while





## Buried treasure – X marks the spot

Use any means necessary to find the treasure...



Drop into a tavern in any port and there's a chance some old sea dog will offer to sell you a map showing where some buried treasure is, erm, buried.



After months, or even years, of sailing around the Spanish Main, it turns out that the treasure site is just north of Jamaica, where you bought the map in the first place. Duh!



Drop anchor next to the island and walk your party of men to where the treasure is. Set them to work digging and you'll be rich. Just make sure you share the booty with the crew if you want to make it back to civilisation.

## Hoisting the Jolly Roger...

There's no getting round it – if you wanna be a great pirate you'll have to learn how to fight at sea.



Most of the action in Pirates takes place on this screen. This is where you do battle with other ships in order to gain as much money and prestige as you can.



Sail around them to get your guns to bear, then open fire. Once they're weakened, ram them, board the ship and steal their cargo. You can even keep the ship and ransom the captain.

## Raiders of the lost, er, port

Attacking ports is part of a pirate's job. Here's how you do it...



To attack a port you'll have to sail in past its fort's cannon fire. You can take out the fort with your guns, or land close to it and fight a battle. Or you could even...



... Storm the fort and have a duel with the Governor of the port. Win and the port's yours. Lose and you'll rot in jail – if you're lucky. (You also get to have swordfights when you board an enemy ship at sea.)

## TOTAL! TEK-SPEX

Game .....	Pirates
Levels .....	None
Difficulty .....	4 levels
Continues .....	Save game
Release date .....	Out now

## PIRATES

### Looks



Great little pictures illustrating the action, but the main screens are bland

### Sounds



The wind and cannon effects are okay but it's nothing special sonically

### Gameplay



Loads of varied arcade sections combine to make a fun strategy game

### Life span



Massive area to explore and loads of ships and ports to plunder

Absorbing, atmospheric strategy game made up from lots of little arcade games. A bit like a pirate version of Elite, it'll keep you playing for ages



Final rating  
**85**  
Percent



# NOAH'S ARK

**For NES (1 player)**

**From Konami**

**Price Dunno yet**

**A**s if Noah didn't have enough to cope with, what with all that rain, a boat to build and all those sons to begat, now all those critters he's supposed to stash away on his ark have been kidnapped! Well, not all of them. These animals are supposed to go in pairs, you see, but the evil kidnappers have incarcerated one of certain pairs, meaning that poor Noah's got to go off and rescue them.

Noah's Ark is a scrolling platform shoot 'em-up set in a world facing disaster – global wetting,

to be exact. But that's 40 days away. Noah's immediate task is to rescue these poor, defenceless animals, otherwise the whole Flood business is a bit of a waste of time.

Now you would have thought that the world's beasties would be only too thrilled at the opportunity of a brief ocean cruise (rather than certain extinction) but no, they try to thwart Noah at every opportunity as he carries out his rescue

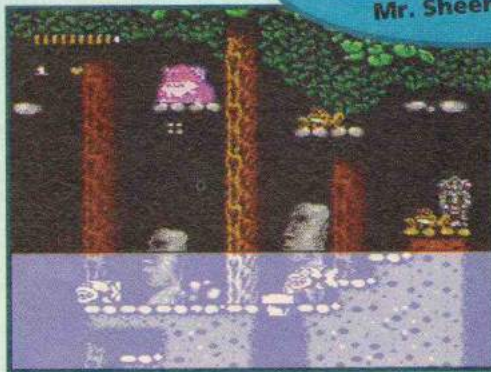
mission. There are crabs that pinch, frogs that jump... er, Roman centurions, Indians with tomahawks. Ah, yes. Some of the historical detail is a bit dodgy. But never mind that, cos Noah's Ark is so excellent you could forgive it anything.

Noah is a perpetually worried-looking old gaffer in a blue robe, who's surprisingly mobile for his age. If he picks up the right power-ups he can fly, turn to stone (makes him invulnerable, see) or even become a fish! He can also become irreversibly dead if his energy bar falls

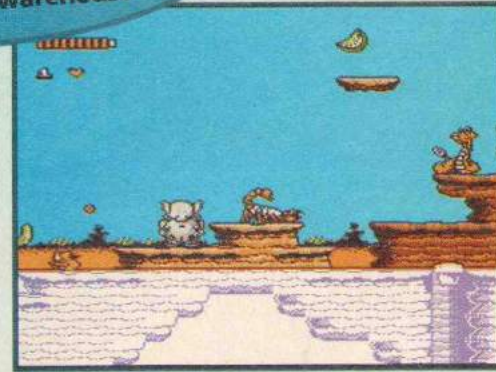
**MIRACLES**  
Non-stop action, giant levels, billions of monsters and more polish than Mr. Sheen's warehouse



Noah's getting a bit worried. A Roman centurion has suddenly turned up – several thousand years too early.



The South American jungle's not a particularly nice place to be, what with venomous tree-snakes and lethal leaping toads.



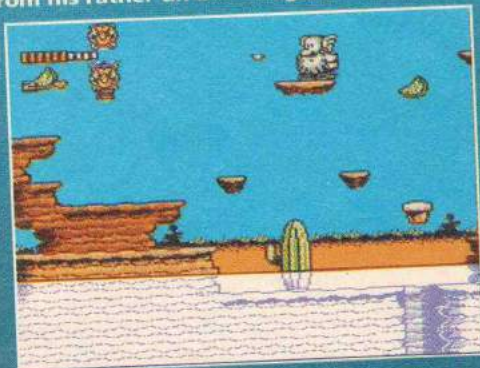
What? Well how should we know what to do next? You're the saviour of the Earth, after all. (P.S. Those scorpions sting...)

## Is it a bird? Is it a plane? No, it's Noah!

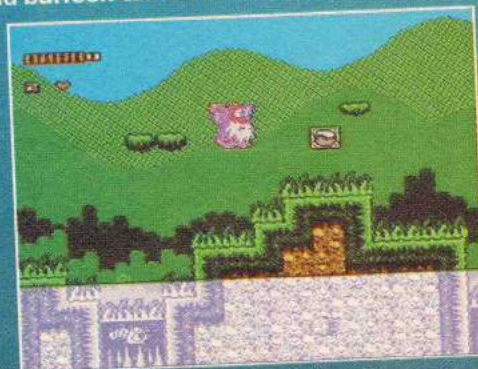
Noah's got a few tricks up his sleeve (apart from his rather un-biblical gun). The amiable old buffoon can do stuff like this...



When he's in kipper mode, Noah can cavort about underwater with great



Turning into a man of stone makes Noah invulnerable. He still needs to collect those lemon slices, though.



When Noah gets his wings he can simply fly over all those awkward hazards (as long as you keep stabbing the button).

You can turn the tap off now, Andy – that's quite deep enough... **ANDY!**





Look Noah, mate, for the last time, you're made of stone. So you can't be hurt by fear-some North American savages. Old twig.

to zero. Someone up there must like him, though, because he gets three lives.

The baddies leap, wriggle, shoot and run – and they are every-

where. Don't imagine this is going to be a walkover – right from level one Noah is fighting for his life. Eventually you'll get through to a horrible guardian,

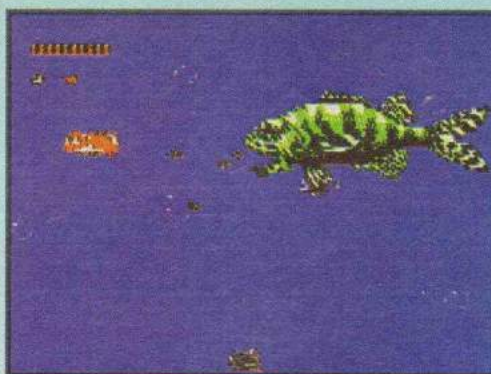
a giant snake-like thing that emerges from the ground and shoots at you. Plug it with enough slugs, though, and it'll peg it. Hurrah – you've finished the first level!

Oh no you haven't. That was the first stage of the first level. There are two more stages to go. And at the end of the third you get to rescue your first kidnap victim and take him back to the ark.

## TOTAL! TEK-SPEX

Game .....	Noah's Ark
Levels .....	7
Difficulty .....	Hard
Continues .....	Collectable
Release date .....	Soon

**THUNDERBOLTS**  
It'll drive you completely bonkers.  
Don't buy this if you've got plans  
for the rest of your life!



'Ug buggle bblibblup ubbligup...' (Loosely translated as: 'Come and get it, pilchard-face.' Unfortunately, it does.)

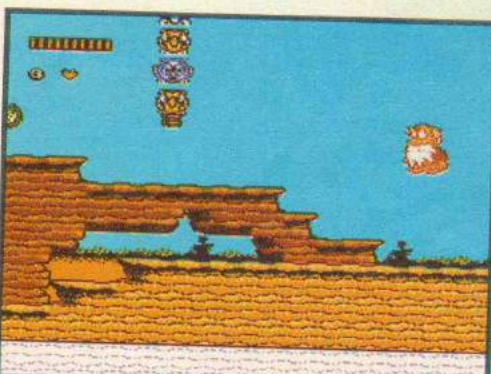
Then it's off to level two, which is just like level one, but, er, harder.

There are seven levels in all, each one set in a different part of the world. Given that this is a tough game that just keeps getting tougher, you'd better hope that you get an extension on that 40 days bit, otherwise you're in deep water. (Yes, yes, very amusing – Steve.)

Basically, this game will keep you going a long, long time. Unless you're so hooked by the game's superb graphics (there's not one flicker, ever), immense playability and wonderful baddies that



Flap yer wings then, for Gawd's sake!  
(Don't have anything to do with that nasty scurrying thing just ahead, by the way.)



'Hmm... mutant bouncing totem poles, eh? Think I'll hover menacingly 30 yards away.' (He's a bit dim, is our Noah.)

## Dem bonus...

**TOTAL! TACTIX**

A little tip to help you keep your head above water...



Now and again you'll see a little portal hiding in the scenery (maybe after you've shot something). Walk into this and you're transported to a special bonus level filled with goodies.

you simply don't stop playing. In that case, you'll still be taken away by the men in white coats before you manage to finish it.

ANDY

**TOTAL!**

## NOAH'S ARK

### Looks



Great sprites and backgrounds. Excellent animation – with no flicker

### Sounds



The tunes are actually fun for a change, but the FX aren't tremendous

### Gameplay



Wonderful. Superb. There's no time to rest, no dull patches, no short-cuts

### Life span



A big, tough game. Even if you play it 24 hours a day it'll take ages to finish

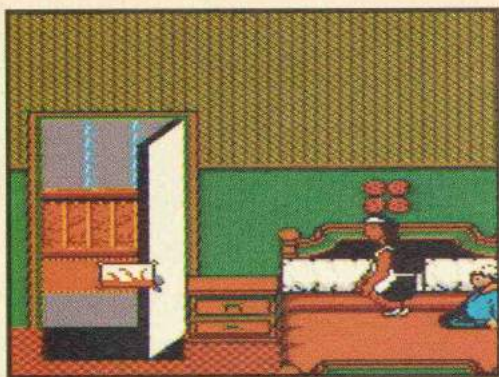
Noah's Ark is a superb example of a platform shoot 'em up. The number and variety of monsters is dazzling and the action's incessant. A great game!

**Final rating**  
**86**  
Percent



Oh dear. This is Noah's completely and utterly stuffed mode. Let's hope the Man Upstairs gives him another go





This looks very rude, but it's all quite innocent. I'm just looking for something... Ahem.

**TOTAL!**  
**TACTIX**



If you jump up and down on this sofa you can trampoline your way to a bonus level... given split-second timing and about three weeks. It's worth it, though, cos you get an extra life.



You have to wait ages for this elevator. Meanwhile, there are hordes of sliding suitcases to dodge. Ho-hum. But watch out for the sneaky ones that come at you from above – at random, too!

# HOME ALONE 2

**For NES**  
**(1 player)**  
**From T+HQ**  
**Price £40**

**H**arry and Marv have got to be the worst burgling bozos in the world. The bungling bozos not only got trounced by that revolting little dweeboid Kevin McCallister in Home Alone 1, but it looks like the same thing's going to happen in Home Alone 2. Unless you can stop it... (Hold on a minute you're supposed to be on HIS side! – Steve.)

The action starts off in the Plaza Hotel, New York, where the miniature McCallister has to evade the hotel staff and pick up lots of goodies before defeating the house detective and chef in the kitchen. The best bits are where the house detective shakes him by the throat, or he gets sucked head-first into the vacuum cleaner.

(I could watch those for hours!) Make it to level two (which isn't that easy) and you have to cross Central Park, where you can expect to meet muggers, rats and crazed mutant buskers on unicycles (sorry, thinking about the man next door there for a minute). After that, it's more fun and frolics in your uncle's townhouse and... Well, if you've seen the film already you'll know what to expect.



## COPPERS

Big levels. Fairly demanding gameplay. Lots of little tips help you progress

And after the first few seconds of playing the game you'll expect the worst. The appalling little tyke you supposedly control is barely animated at all, and when you manage to clobber a member of staff you see them rotated gracefully through 180 degrees before being tossed gently off the screen. Bizarre, Oh, and crap.

Stick with it, though, and as you collect more darts, guns and other goodies, a not-quite-so-crap-game starts to emerge. Home Alone 2 is actually much better than it looks at first. There's a lot of ground for you to cover and enough of a challenge to keep you going for a while. Only the naughtiness of the graphics and some parts of the gameplay

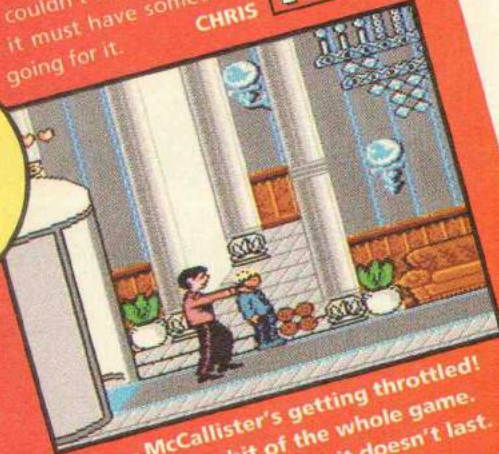
## ROBBERS

Duff graphics and lots of frustration. Not much action, despite the big levels

stops this being a Really Not Bad Game. So what's the verdict, then? Well, it certainly doesn't look much and doesn't play that well either. On the other hand, to my surprise I found that I couldn't stop playing it, so it must have something going for it.

CHRIS

**TOTAL!**



Ha ha – McCallister's getting throttled! Best bit of the whole game. pity it doesn't last.

With poor graphics and frustrating gameplay, this looks at first like a real dud. Once you get into it, though, you'll find it's not a total waste of cash

**Final rating**  
**61**  
**Percent**

**TOTAL!**

## TEK-SPEX

Game	Home Alone 2
Levels	4
Difficulty	Medium
Continues	None
Release date	Out now

### Looks

Wooden sprites and uninteresting backgrounds – not much fun at all

### Sounds

'Incredible music', says the box. You won't find it hard to believe

### Gameplay

Much better than it first appears. There's a lot to do, and it ain't easy

### Life span

There's a fair old challenge here, and you won't finish it in a hurry

HOME ALONE 2



# IT'S A MONSTER

"It" is the latest edition of the highly informative and frequently amusing video games organ, GamesMaster, and a more monstrous publication it would be hard to imagine.

This month there are reviews of *Streets of Rage 2*, *Mutant League Football*, *Dragon's Lair 3*, *Super SWIV*, and more.

You will also find the opportunity to enter all manner of entertaining and exciting competitions, contests and challenges.

It's available now at all good newsagents, some supermarkets and a great many garages.



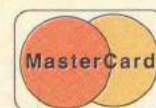
## FREE!

Presented with the issue are a set of four *Streetfighter 2* postcards, each depicting a character from the mildly popular beat-em-up in a thrilling action pose. The cards are fully functional and can be sent through Her Majesty's Post. There are eight in the set, allowing much common-room swapping and bickering.





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 VISA/SWITCH/ACCESS NUMBER P&P.....  
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# TOTAL! TACTIX

## More tips, tricks and tacticky stuff!

### JAMES BOND JUNIOR



TIP

Yuck! We thought this game, a mixture of platform and shoot 'em up levels, was a bit on the nobby side back in ish 14. Still, if you've got it you'll probably find these level codes useful:

Level 3 - 0007

Level 4 - 3675

Level 5 - 9025

Level 6 - 1813

Level 7 - 3353

### MYSTERIUM



TRICK

If you're stuck in this Game Boy mazer, just call up the map screen and press **A**, **B**, **START** and **LEFT** together and you'll get a pass key.

### MICRO MACHINES



TRICK

Here's a simple little cheat to bag yourself an extra life. On the second course, Desktop Dropoff, press **START** when you go across the first jump. The screen will go grey and you'll have an extra life. Thanks to **Matt Ball** of Wokingham for that tip.

### SUPER MARIO KART



TRICK

At the start of a Grand Prix race, on the character select screen press and hold **Y** and then press **A**. Your character will shrink, which means it handles better (but it's also easy for the other racers to squash).

### TOP GEAR UK



TIP

Yes, yes, we know we've printed codes to this triff racing game before but the code for the final championship level differs between UK and US versions. The **VALHALLA** code only works with US carts - to reach the last race on the UK cart use the code **KEELSON** instead.

### ROBIN HOOD



TRICK

**Oliver Barbara** has found a hidden password system in Robin Hood - Prince Of Thieves. On the title screen, When it asks you to press **START**, press **A** eight times, then **B** eight times and a password screen appears. The following codes will get you to different scenes in the game: **WALL**, **LOCKSLEY**, **DUBOIS**, **CHASE**, **CATHEDRA**, **BOAR**, **WELL**, **CHAPEL**, **CATACOMB**, **MASTER**, **TAX**, **POND**, **VILLAGE**, **CELTS**, **TOWN**, **TOWNHANG**, **CASTLEIN**.

### ROBOCOP 3



TRICK

To top up your power supply in the middle of a level, press **START**, then **SELECT** three times. You should now have full energy, and you can use this cheat at whatever point you like in the game.

### SIM CITY



TRICK



Follow this cheat sent in by **Jamie Bailey** from Chiswick and you'll have



TIP

### PUSH OVER

**Richard Langdon** and **Ellery Russell** have been busy. They've found all the codes for that domino puzzler, Push Over. You've still got to solve each screen to finish, but if you get stuck you can try another one.

Level 1 - 00512	Level 26 - 11782	Level 51 - 21534	Level 76 - 21631
Level 2 - 01536	Level 27 - 11270	Level 52 - 23582	Level 77 - 22143
Level 3 - 01024	Level 28 - 09222	Level 53 - 24094	Level 78 - 21247
Level 4 - 03072	Level 29 - 09734	Level 54 - 23070	Level 79 - 20735
Level 5 - 03584	Level 30 - 08718	Level 55 - 22558	Level 80 - 28927
Level 6 - 02560	Level 31 - 08206	Level 56 - 18494	Level 81 - 29439
Level 7 - 02048	Level 32 - 24590	Level 57 - 19006	Level 82 - 30463
Level 8 - 06144	Level 33 - 25102	Level 58 - 20030	Level 83 - 29951
Level 9 - 06656	Level 34 - 26126	Level 59 - 19518	Level 84 - 31999
Level 10 - 07680	Level 35 - 25614	Level 60 - 17410	Level 85 - 32511
Level 11 - 07168	Level 36 - 27662	Level 61 - 17982	Level 86 - 31487
Level 12 - 05122	Level 37 - 28174	Level 62 - 16958	Level 87 - 30975
Level 13 - 05634	Level 38 - 27150	Level 63 - 16510	Level 88 - 26879
Level 14 - 04610	Level 39 - 26638	Level 64 - 16511	Level 89 - 27467
Level 15 - 04098	Level 40 - 30734	Level 65 - 17023	Level 90 - 28671
Level 16 - 12290	Level 41 - 31246	Level 66 - 18047	Level 91 - 28159
Level 17 - 12802	Level 42 - 32270	Level 67 - 17535	Level 92 - 26111
Level 18 - 13826	Level 43 - 31758	Level 68 - 19583	Level 93 - 26623
Level 19 - 13314	Level 44 - 29726	Level 69 - 20095	Level 94 - 25599
Level 20 - 15562	Level 45 - 30238	Level 70 - 19071	Level 95 - 25087
Level 21 - 15878	Level 46 - 29214	Level 71 - 18559	Level 96 - 08703
Level 22 - 14854	Level 47 - 28702	Level 72 - 22655	Level 97 - 09215
Level 23 - 14342	Level 48 - 20510	Level 73 - 23167	Level 98 - 10239
Level 24 - 10246	Level 49 - 21022	Level 74 - 24191	Level 99 - 09727
Level 25 - 10758	Level 50 - 22046	Level 75 - 23679	Level 100 - 44543



TIP

### CASTLEVANIA 3

Here are all the level codes for this tricky whip 'em up. If you enter the name **HELP ME** you'll start with ten lives, which makes it a bit easier.



STAGE 2



STAGE 3



STAGE 4A



STAGE 4B



STAGE 5A



STAGE 5B



STAGE 6A



STAGE 6B



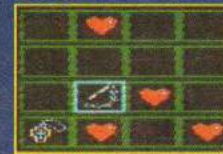
STAGE 6C



STAGE 6D



STAGE 7A



STAGE 7B



STAGE 8



STAGE 9



STAGE 10

loads of cash. Set the tax and fund levels to zero. Spend all your cash by the December budget. When the budget screen appears hold **L** continuously. Exit the screen whilst holding **L**, then quickly

re-enter the screen. Raise funding levels to 100%, leaving tax levels at zero and still holding **L**. Leave the budget screen and let go of **L** and you'll now have \$999,999 to spend. Whoopee!



# THE LEGEND OF ZELDA

## A LINK TO THE PAST

Come on, keep up! We're up to part 3 of our Zelda III solution already!



After defeating the second guardian, head north to here. Use the grapple hook to get across the river.



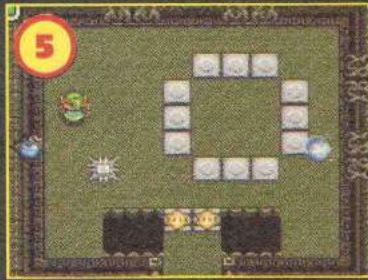
Head to the west and go through the village to get to this point.



Go north, east, north, east, north, until you get to here. Drop down the hole, fight the nasties, then go south and through the left door. Throw away the skulls for the power-ups. Open the chest for the compass. Go up and through the top door. In the top room, open the chest for a key, then kill the robots. Head left and left again. Open the chest in the corner of the room for a map.



Head right and go through the door with light shining through it to get back out into the forest. Go left and around behind the entrance. Cut away the flowers here and you'll reveal an entrance. Fall down this hole and remove all the skulls to get the goodies.



Place a bomb at this point to blow a hole in this wall. Step on the star tiles, then go right and pull the lever to blow up the bottom wall. Use the grapple hook to get across the hole, then go back through the door with light shining through it to leave the dungeon.



From the exit, go round and right past the secret entrance. Follow the path to the north, through the double ribcage and back south to here – a secret entrance. Go in and kill the nasties. Underneath the middle skull is a switch. Pull the gargoyle across but leave room to get behind it. Now pull the gargoyle on to the switch and leave through that exit. In the next room is the master key.



Place a bomb here, then go through to pick up some magic potion. Now go back to the main room by going left, down and left twice. Go out through the lit door. From this entrance go up and follow the path right and down until you find another entrance.

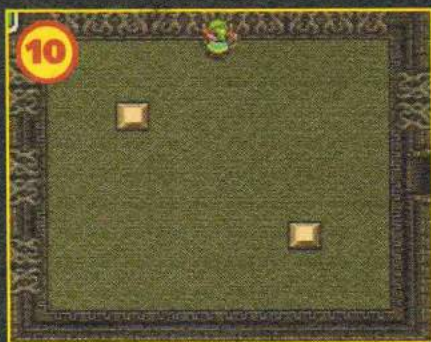


Jump through this hole, step on a star tile and go down, left, and up through the door. Power up with the stuff under the skulls. Fall down through the hole in the middle to get out of the enclosure. Go down and right twice and out through the other lit entrance. Follow the path to the secret entrance under the bushes and drop down the hole. Step on the star tiles again. Head left and down until you find a chest. Open it for the Fire rod. Use the grapple hook to get across the hole on the right and go out the lit exit. Go up and around the double ribcage again and back to the entrance there. Head left twice, and go through the lit exit to get out again. Go left and up through the left ribcage.



Use Fire rod to reveal another entrance. Go in and down left stairs. Go round pillars under path to leave by top-right exit. Go south and through left door to a chest. Open it to get a key. Go back to the room with the criss-cross path. Go back up stairs and across path at top. Use key to open door at end. The next room has loads of star tiles. Step on the ones in front of you. Move skulls and step on tiles in the middle of the room. Go to the ones in the bottom left. Go up and clear skulls. Step on tiles above and right of the middle, then on the single one at top right. Clear skulls and go out right door. In the next room, kill robots and clear skulls. From the bottom, run up, lighting torches with Fire rod to open top-left door.



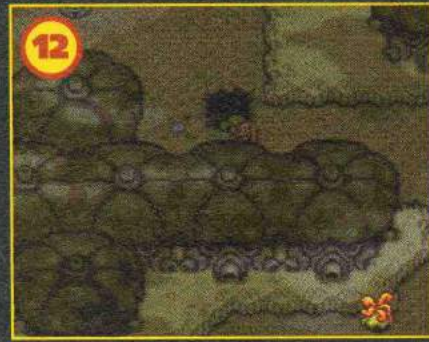


After killing the nasties, cut away the vines here and go into the next room. The robot in the next room has a key which will open the right door. Go through and drop through the hole to meet the guardian.



bat pauses for a second before firing, giving you the chance to get out of the way. When you've killed the guardian, get out of the lost woods by going south. Go into the other entrance, right twice and leave through the other lit exit. Go north and around the two ribcages, past the bushes with the concealed entrance.

To kill this bat, use the Fire rod. Watch out for the fire that he breathes and the spikes which will be bombarding you. The fire comes out in three directions: up left and right diagonally, and straight down. The



Go past this hole by cutting away the bush, and then continue to the east. Go all the way south and this will take you out of the woods. Switch to the Light World.



Go to here on the map and you'll see a strange-coloured tree.



When you get to the tree, run into it and you'll drop into a secret room. Get the fairies from the north and the piece of heart in the east. From where you pick up the heart, drop into the water and head south. Now switch back to the Dark World.



Go right as far as possible, then up. Go up as far as possible, right, then down as soon as you can. From the room you're in now go up the ladder. Go left, down, right, and up to get to the chest. Open it for the compass. From the chest, drop down to the ground floor and go left to open another chest for the master key. From this chest go back right and up the first corridor you see. Go left and straight up again. When you get to the statue with the two spinning balls, go right and up the ladder, up at the first chance you get and right to the locked door. Go up the next room, kill both skeletons and lift the skulls at the top for a key and piece of heart. Go back down to the door on the left. Go straight through to the left and then left again. Go up the conveyor belts and through the top door.

Head to here and pull the fork off the gargoyle. This will reveal the entrance to dungeon four. You'll find yourself in a very large room. From the entrance, go all the way up the left-hand centre pathway that runs across the top and drop down to the chest. In it you'll find the map. Head right past the strange-looking statue with teeth.



In this room, pick up a skull for the key and then leave a bomb here to make the switches brown up. Now go up the stairs to 1F. The bottom-right skull has a switch under it that opens the door to the right. Go through the door and continue right. You'll reach a room with a chest in it. Open the chest for three bombs.



In this room there's a window shining light on some cracks in the floor. Stand here and throw a bomb into the patch of light so it blows a hole in the floor. Go back all the way left and down the stairs to B1. Go back to the conveyor belt room and through the first door on the right. Go right again and through the top exit, which takes you down the stairs to B2. Kill all the monsters and pick up the large block in the middle. Go down and right. The master key opens the cell doors so go up through the cells, killing all the monsters. Get the key and rescue the woman. Go left out of that room. Head left across the conveyor belt and through the locked door.



Stand here quickly to avoid falling down through the hole and use the magic hammer to bash down the bouncy heads in the blue boxes. Then open the chest to get the Titan's Mitt. Use the grappling hook to get back across the gap. Run back right across the conveyor belts, then go up. Lift the stone again. Go back up the stairs to level B1. The top-right skull opens the door to the right. In the next room go up and take the woman into the light.



When you put her into the light, she'll turn into Blind The Thief - a nasty end-of-level guardian. To kill this guy you have to use your sword. If necessary, go out to get a full complement of hearts so that you can shoot bolts. Keep hacking away at his head. When his head spins off and flies around the room, try to ignore it and hack away instead at the one that pops up above the sheet.



Leave Blind's hideout and go to here on the map.





**21** Pick up the green skull when you come across this brown frog bouncing up and down. Throw it out of the way and go up and talk to him.



**22** Escort frog to here – the blacksmith's shop. Switch to Light. Use magic hammer to smash peg and enter shop. Talk to them, go out, go in, talk to them again and give them your sword. Leave and warp back to Dark World.



**23** Go into the ruined blacksmith's shop to get this chest.



**24** Take the chest to here on the map and use the mirror to switch to the Light World and talk to the man who will be there. As long as you promise not to tell anyone he's a thief, he'll open the chest and give you the last magic bottle. Go back into the warp to return to the Dark World.



**25** Go to here on the map, stand in the circle of bushes and switch to Light. Go into the cave, where you'll find a piece of heart. Switch to Dark and go back to the blacksmith's shop. When you get there, switch to Light, go into the shop and your sword will be stronger. Leave and step on the warp.



**26** If you hammer all these pegs down, a secret entrance will open. Go down to collect another piece of heart.



**27** Go to here on the map.



**28** Switch to Light and push this gravestone to reveal a secret entrance. Go down and get a magic cape from the chest at the end. Go back out and use the flute to go to point 1. Go back to the top of Death Mountain.



**29** When you get to the top of the mountain, stand on the blue pad and then, when you switch to the Dark World, jump off here and go into the cave. Use the magic hammer to bash down the bouncy heads, then use the magic cape to run over the spikes quickly. Throw the stone at the end out of the way. Clear the skulls for power-ups. Open the chest to get the Cane Of Byrna. Put the cloak on to get back out. When you come out of the cave, switch to the Light World and use the flute to fly to point 4.



**30** Go to here on the map. Use the magic hammer to bash down the stakes. Pick up and throw the rock to reveal the transporter, which will take you to the Dark World.



**31** Go to here on the map.





Go to here. Switch to Light. Pick up the black block to reveal a transporter, which takes you to the fifth dungeon in the Dark World. In the first room, kill the bats with the Fire rod to open the left-hand door. Go through and kill the nasties to open the door at the top which will take you to B1. In the next room is a switch plate in the bottom left which opens the right-hand door. In the next room, push the middle block right to go through the bottom door. In this room, kill the nasties by standing in the door and belting them with your sword. A chest will appear containing the compass. Go back up into the cross room and push the middle block up to go right, then double back to the cross room and push the centre block to the left to go through the top door.



After killing all the monsters, drop a bomb here. Before the bomb goes off, quickly run up so that when the switch goes to brown down, you're at the top and you can go down through the gap to drop a bomb in the centre of the room. Jump down through the hole to level B2.



To kill the skeleton warrior, give it a clout with your sword. When he collapses, put a bomb on his head. You have to defeat two warriors to get the bottom door to open. In the next room, one of the blue monsters has a key which will open the door in the bottom left. In the next room, the skull in the bottom left has a pressure pad under it which opens the door on the right. Step onto the pressure pad on the right of the next room, which will open a door. Go down the stairs to level B3. In this room, use the Quake medallion quickly to kill all of the monsters.



When you get into this room, don't panic. As long as you stand still in the doorway, the spiky ball won't hit you. Go up and through to the left door.



In this room, line yourself up so you can run very fast down the hole. In the next room, kill the two ice bats to make a chest appear and get bombs from it.



When you're here, jump down the hole to B6 and fall through to B7 for some fairies. Then step onto the transporter. Go back up the stairs to B5. Head down and right. Hit the pressure pad in the right to open the bottom door. Go through and across the icy path. Follow it round and out left. Go back up the stairs to B4. Follow the room round and open the door. Pick up the middle skull in the next room to reveal a pressure pad. Go left. Drop down the hole that you'll see in front of you. You'll land on B5. Go right.



Push this block right and jump through the hole to B6. Kill all the monsters. Pick up the skull to reveal a pressure pad and push the block on to it. Go down and throw away the large block on the right. Use the hammer to bash down the bouncy heads. Go round to the left-hand side and pull one of the gargoyles back so you can get through. Use the hammer to bash the heads again and pick up the other thing to reveal a hole. Jump down for another guardian.



Place a bomb here to blow a hole in the floor. Go back up the ladder, right to the room with the big spiky ball in it and up. Go through the top door in that room. Grab power-ups before jumping through the floor to B4. Go through the right door. In this next room, use the grappling hook to get across and take the bottom exit. Avoiding the spiky balls, quickly whip round and go up the stairs to B3. Use the cloak to get across the spikes. Throw away the skull to find a pressure pad, which reveals a chest with a key in it. Go back across the spikes and up the stairs to B2. Kill the skeleton warrior as before and use the hammer on the bouncy heads. Throw away the brick in the middle of the room for a key. Use the hammer to get out the other side. Kill the other skeleton warrior. The bottom-left skull has a pressure pad under it which reveals a chest. Open it for a map. Pull the statue's tongue to open the right-hand door. Go through the door and up the ladder to B1. Throw away the skulls. Open the chest to get the master key. Push the bottom block across and the top one up and go through the left-hand door. Go through that room, left, up, and drop through the floor as before. Kill the skeleton warriors in the next room. Go down. In the next room, go left and through the bottom-left exit, right and down the stairs. Use the Quake Medallion as before. Go up, avoiding the spiky ball, and leave by the left exit. Go down the ladder and down the hole you made earlier to B5. Go right, right and down, and left across the icy path. Remove the skull to find a pad that reveals a chest with a key in it. Go right across the icy path, up and left and through the door which needs the master key. Kill the nasties and go through the door which takes you down to B6. Go down, right, hit the switch for blue down and collect the power-ups. Go back up to B5.





Use the Fire rod on the ice to melt it, but beware of ice blocks falling down. When you've melted the ice, it splits into three eyes. Keep using the Fire rod on them until it's dead.



After leaving the fifth temple, use the flute to go to point 1. Go to the top of Death Mountain in the Light World. Step on the transporter to go to the Dark World. Go to Spectacle rock (above) and switch to Light. Go up and left across the bridge.



Use the book on the tablet above and you'll get the Ether medallion, which works on the nasties which float around. Use the flute to go to point 7.



Go to this point on the map. Hammer down the stakes, pick up the rock and step onto the transporter. Go right, hammering down the stakes, then down and left.



Go here. Hammer the pegs down. Use the mirror to go back to the Light World. Go left to the tablet to get the Bombos medallion - this works on ground-based creatures. Use the flute to go to point 6. Pick up the rock on the right and use the transporter to go to the swamps. Go right and up.



When you get to here, stand on the tile that looks like the Ether medallion and use that medallion on it. This will make the temple appear. Go in it and follow the pathway round. Use the grappling hook to get across the hole. Go down the stairs to level B1.



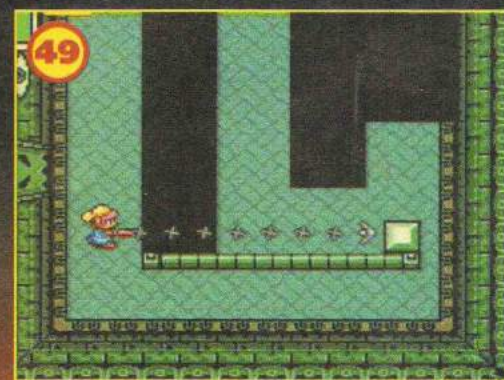
Keep going round this room clockwise until you kill all the nasties. The top door will open. Go through it and down the ladder. You need to head to the top right-hand corner eventually, where you'll find two ladders. Work your way up to the top left and then across to the right. Go up the left ladder and through the door. Go through the right-hand door. The top-left skeleton has a key. Use the cloak to get across the spikes to get the skull. Under it is a pressure pad. Go across the pad with the cloak still on to reveal a chest with another key in it. After getting the two keys, go through the left door. In this room, push the block left to open the top door. Go up and across the bridge to the chest, and that will give you another key. Come back to the room with the block in it, go left and kill the nasties in that room to open the door. Go right, right, and up twice. Follow the path round. Go left and left again across the bridge.



In the next room, go up and around the barriers to this point and hit the switch for blue down. Head down and go through the door at the bottom. Go over the spikes, down through the door, right, down and left through the locked door into a room with conveyor belts running round it. Kill the monsters in this next room to reveal a key. Go left, then quickly through the bottom door. Go round the barrier in the next room and up the stairs to level 1F.



Kill all the wizards. Push the bottom and top blocks across, then the middle one up. This allows you to get to the torches. Go down kill the wizards again and do the same thing with the blocks - with the torches still unlit. Now go back up and use the lamp to light the torches. A large room will appear in the right-hand room. Go through to this room and drop down the hole to level B1, where you'll find a chest with the master key in it. Go left into the pool and stand on the transporter. Go right, down, right and up the path to the right, then across to the bottom-right ladder. When you're at the top of the ladder, go right, up the pathway and through the first door on the right. Go through the right-hand door and then head right again.



In this room, use the grappling hook to get across this bit as quickly as you can because the path collapses. Run up the path to the big chest to get the Cane Of Sumaria. Continue round the path and through the left-hand door. Drop down and go up the ladder in the next room then out of the left-hand door. Go up the pathway and jump down left. Keep on going left.





Go this way to reach the top-right ladder. Go up the ladder and through the first locked door. Open the chest for the map. Go left, down the ladder, left and up the top left-hand ladder. Go down the path to the bottom-left door, through the conveyor belts room and back into the room with the tiles.



up the stairs and open the locked door with the master key. Go straight down the ladder, across the bridge, and down the stairs to B2. At the bottom of the stairs, head left until you find a skull with a pressure pad under it. Use the red cane to make a block to keep it down. Go through the bottom left-hand door. Throw the block in the centre of the room out of the way and head out of the left-hand door. In this maze room go down, up, then just zig-zag your way through the room. Go through the left door.



Put a bomb here on the top wall in this room. Go through the hole, hit the switch for blue down and return to the room you came from. Go out the left door and to the top of this room. Hit the switch for brown down. Go up to B1, left, through the locked door that takes the master key, and to the next guardian.



This guardian sends eyeballs out to kill you. Use the protective cane and hack away at the eyeballs that attack you. When they're all gone, the big eyeball will come out at you. Stand in the centre of the room and keep hitting it. When it's dead, temple six will be complete. As soon as you come out of the temple, switch to the Light World and use the flute to go to point 1. Make you way to the top of the mountain again. Step on the transporter. When you get to the Dark World, stand on the same point as before which takes you to Spectacle Rock and switch back to Light. Head up and right past the tower. Continue right across the bridge. Use the hammer on the stake to carry on right.



Go to here and throw the rock aside so you can continue to the top of the rock. To get the transporter, hammer the stakes, bottom-right first, then the top, and finally the bottom-left. Step on the transporter.



When you arrive in the Dark World, step on the pad with the Quake medallion symbol on it. Use it to reveal the entrance to the final temple. Jump down and head into the temple.



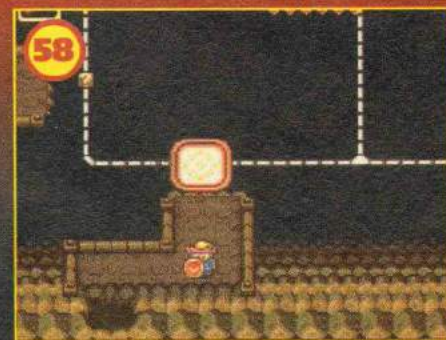
When you get to here, use the red cane to make a platform to carry you across. Continue up. In the next room, use the cane again but when you step onto the pad, press right. Get off and take the bottom-right exit. Throw the skulls, pick up the power-ups, go back out, use the cane and go up to

leave the room by the top right-hand exit. Use the cane again. Go up and around the circuit.



use sword on flying tiles. When they're gone, door at top opens. Go in, get fairy and magic. Leave room, make a pad and ride it left.

When here, quickly press up and light torches with Fire rod as you pass. Get off at start and go through top door. Go up, avoiding rolling pins. Get map and key from chests at top. Go down, out door and through left-hand door. Use cane to make a pad. Ride it through top-right exit. Stand in doorway and



Ride the pad around to here. Go through the door and head all the way down to pick up the compass from the chest. When you've got it, use the mirror to get back to the start of the dungeon. Go through to the room with the big circuit to the top left-hand door, which is still locked. Use the key

and go through it. When you kill the caterpillar, get the next key and continue up.



In this room, it's best to use the protection cane. Stand by the blue tiles and use the arrows to knock the switch to blue down.



**Um, you know we said this was in three parts? Well, we lied. See you next month for the last bit!**



# SUPER PROBOT

## LEVEL 1



On normal and hard levels the dogs attack you. To kill them safely, jump backwards over them and fire down as you do.



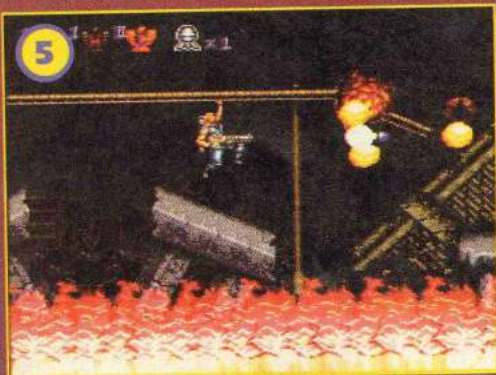
At the fortresses, go to the top platform and shoot the guard. Drop down, hit the guns then go down to hit the red dot.



When in the tank, the only thing to watch out for is grenades. Player two should stand on the back of the tank.



The tank that bursts through the wall is dead easy – just stay on the far left of the screen and his shots will fly over you.



When you're climbing along above the flames you don't have to jump over the fireballs. Just destroy them with your shots.



To dodge the stream of fireballs, stay here on the column – the fireballs will just fly over you. Then jump off to the right.



Stand here and hit the turtle's red spot, avoiding or blasting the flying aliens. When he shoots his tiny shots at you, jump one platform. Then drop down and carry on.

## LEVEL 3



Run across the first part of the level and shoot diagonally down to hit the green gun pods.



When the insects attack, jump and fire diagonally up 'n' right – you'll go quicker and hit 'em all.



Jump onto the arms of the satellite and shoot the red spot from below as the arms spin around.



As you climb up the wall, stay here on the walker and hit its missiles as they appear.



When the walker comes out of the wall, wait till it comes at you and nip down. Then fire up at it.



As the spaceship flies on screen, stand over to the far left and you'll avoid all its grenades.



When the ship stops grenading you, move under and shoot the red dot and the birdmen.



Inside the factory, don't move up more than two platforms until you've cleared the screen.



Inside the room, climb up to here and you'll be safe from both robots initially. Hit the red one.



When his legs have gone, stay on the wall and finish him before hitting the blue one.



At last the roughest, toughest blaster on the SNES gets a complete player's guide! Thanks to the illustrious Paul Weaver for, as usual, showing us novices how it was done (harumph!).

### LEVEL 2



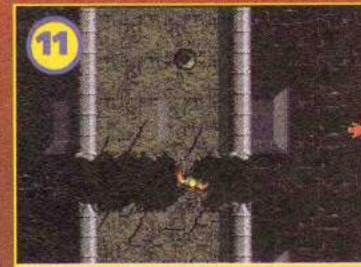
**8** CHOOSE YOUR STARTING POINT.  
To save some time on the second level go straight to one of the rotating sentry posts.



**9**  
To avoid the shots from the sentry press the jump key to lie down on the dirt under his fire.



**10**  
To cross over the disintegrating bridges look closely at them and you'll be able to see...



**11**  
... A narrow strip that you'll be able to go across. Take it easy and you'll have no problems.



**12**  
Concentrate your attention on destroying the Metalican's weapon first – shoot the gun whilst backing away because it will move towards you.



**13**  
With the gun destroyed, the Metalican will spin after you. Back away from it, shooting all the time, then turn away as it goes past. Follow it and keep shooting the pods.



**14**  
After all the pods are blown up it will take off and try to land on you. All you need do is keep going down whilst firing up, always trying to aim for the red spot.



**25**  
Kill the two robots and this giant robot will rip into the room. When he fires two homing lasers at you run away to the left, climb up the wall and go round the room in a clockwise direction. When you reach the beige tile in the ceiling drop down.



**26**  
When the robot starts breathing fire, go around the screen in the same way as before – clockwise up the ceiling to the beige tile. Drop down and you'll have a few seconds to shoot the head before the flame comes round and you've got to start again.



**27**  
If you keep using these methods to dodge the fire and lasers you should beat the robot easily. But watch out for the bombs he drops when he disappears temporarily from the room – climb away from them to be out of the blast range.



## LEVEL 4



For the flying bikes, stay on the far right of the screen and shoot directly up. The bullets won't hit you and all you have to do is jump when you hear the sound of a grenade.



The best way of beating the tank and the soldier with the jetpack is to simply stand on the extreme left-hand side of the screen and keep jumping and firing at them.



The spaceship has got pretty good defences. Here's how to beat them. To get past the lasers, concentrate on getting your head between the gaps and you'll be okay.



To beat the gun pods, get under them as soon as they appear and fire straight up. For the swirling chain, stay at the far right till it coils up and then make a dash to the left.



The jetpack fliers are a real pain until you know how to beat them. Just stay under the second-from-left hatch and spray your bullets across from left to right.



The big laser has only one shot so go up it from the left, give a quick burst of fire and then go right. This should make it fire and then you can pick it off whenever you like.



This little walker makes his appearance after the spaceship. While it's on the ground, stay to the back of it and keep shooting diagonally upwards at its head.



When the walker jumps up in the air, fly underneath and quickly get off a few shots before it drops down. Go back behind it and shoot up at its head again.



Jump on the chopper's missile and hang on near the back. When the flier appears, jump up. To beat him, stay about an inch away from where his chain is attached and shoot at him.



Ride the missiles. Stay at the back of the top one and jump off as its tip is about to touch the ship. Try to stay on the top one and jump up to fire at the top bit of the shield generator.



Once you've destroyed the top generator, drop down to land on the bottom missile. Hang on to it for dear life and blast the bottom shield generator until you've destroyed it.



When the shield's been blown to smithereens, keep jumping between the middle missiles and shooting at the large red engine. This will eventually destroy the spaceship.

## LEVEL 5



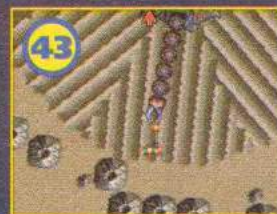
When you get to the desert, it's best to start at the top left-hand hive because it's the most difficult one to destroy.



The hives are in the middle of these tiny whirlpools. To stop yourself spinning, hold down the L button.



When you're racing about the desert be careful not to shoot while you're on a bridge or you'll destroy it.



Here, first hold L to stabilise yourself. Stand two inches from a hole and shoot the tentacle, backing away from it.



Once you've got all the tentacles, shoot the eye in the middle, keeping your finger on L to make things easier.



## LEVEL 6



Go to the right and grab the spread gun, then stand on the edge of the ledge and shoot the giant grub thing.



This bit's very hairy. Go right as fast as you can, loosing off smart bombs and sweeping your gunfire around.



To beat the heart, stand about here, duck and destroy the two pods at the bottom. Look out for aliens jumping on you.



To destroy the top pod, jump up and shoot diagonally. Finally, shoot the heart itself, watching for any attacking aliens.



To beat the crab, wait until it surfaces and jump onto its claws as it runs towards you. Then jump off.



Shoot at it as it retreats and shows its face. Look out for the fire from above and the laser.



As the flying alien attacks you, go alternately above and below it and shoot at it.



When it teleports, wait till it flashes in front of you, drop down an inch and fire diagonally up.



As soon as you reach this monster fire straight up (you should have a flamer) and you'll kill the first head.



As the other head comes towards you, jump up so it goes up. Follow it, shooting, as it retreats. Repeat this to kill it.



Stand in the middle and shoot the head. Sweep your gun left and right to kill aliens.

Jump over these bouncy balls and land in the gap between them.

Hit this ball and the brain just pulsates around the screen. Keep your distance and blast it.

These dark blue balls bounce high up in the air - judge where they're going to land and steer well clear.



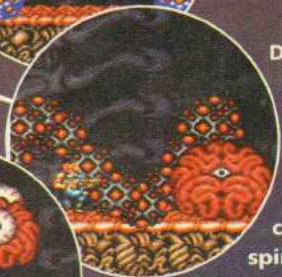
To beat these balls you'll have to shoot your way out before they close in on you. Go for one side.



One of the best to go for, this ball chucks a few spiky things at you but also does out a load of extra weapons and smart bombs. Very tasty and very useful.



The walking brain is very easy to hit - stand on the far left and jump 'n' shoot. You'll take no damage at all.



Dodge the snake thing by standing underneath its coils as it spirals across.



The safest place to face the eyeballs is under the brain where you can hit it or hit any dangerous eyeballs.

The brain has eight balls, each with different effects. To pick one, keep pressing pause till it's above you then unpause, shooting upwards. Beating the walking brain is easiest, and the brown spiky ball helps a lot too.



Hit the brain enough here and it'll give up the ghost. Well done, you've finished the game...



... Unless you're on hard level, when the brain 'grows' a new body and chases you upscreen.



Stay on this side at first and blast the head. You should be safe enough here until...



... It shoots an arm up at you. To avoid it jump up and try to land in the middle of the chopper.



While in the middle, pile shots into it, but be ready to jump the arm. Keep doing this to win!

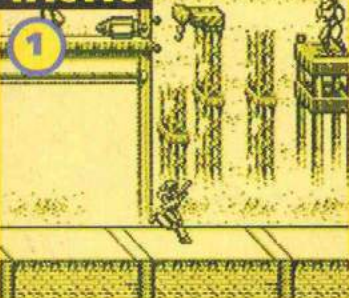


# PROBOTECTOR

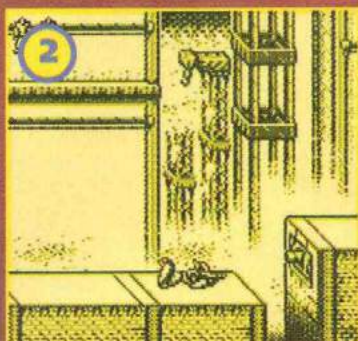
**GB**

**Game Boy Probotector is a rock-hard blaster, but follow our complete guide and you'll get through it.**

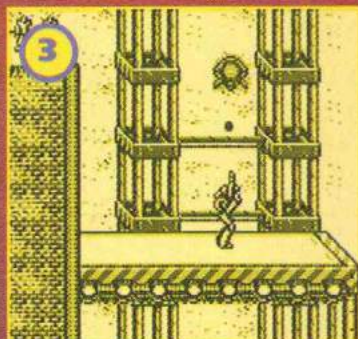
**TACTIC**



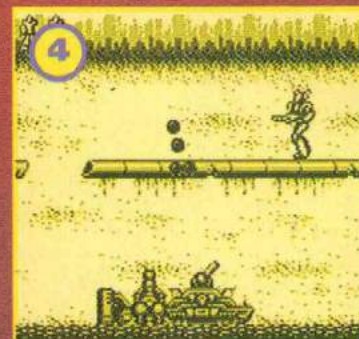
When the first bonus appears, it's best to run across and shoot up right diagonally.



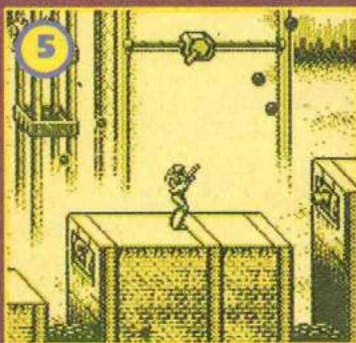
Here, shoot up right diagonally to hit guards and then lie flat and shoot the gun in the wall.



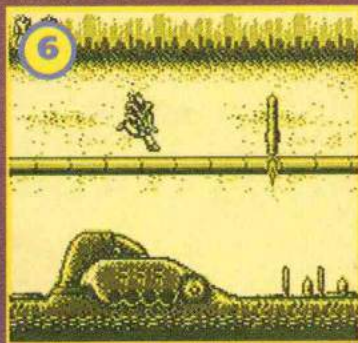
All you have to do on the lift is stand here and shoot directly up. Even if you haven't got the spread gun you'll get all the flyers before they shoot.



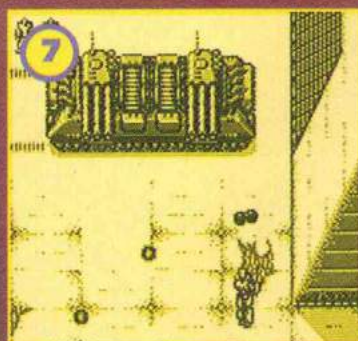
Try to collect the homing gun power-up as it makes these boats very easy. If you don't, you'll have to jump in the air and direct your fire down.



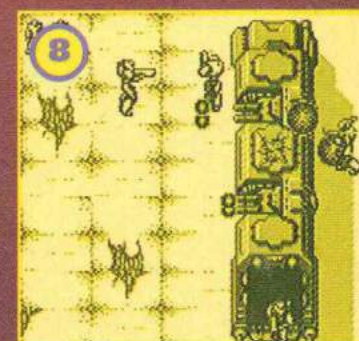
To get past the the second wall gun you'll have to jump onto the platform and shoot up 'n' right to hit the gun above. Then duck immediately and shoot at the remaining wall gun.



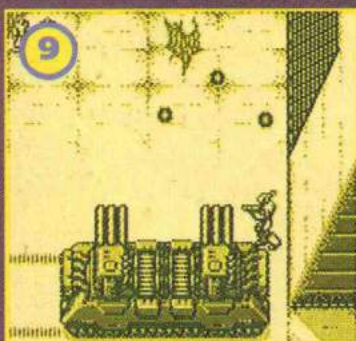
If you have a homing gun this is a doddle. If you haven't, use the same 'jump up and shoot down' tactics as for the smaller boats, after taking out the guns first. When you hear a hiss the sub is about to dive, so be ready to fight some troops. Hit the sub when it resurfaces.



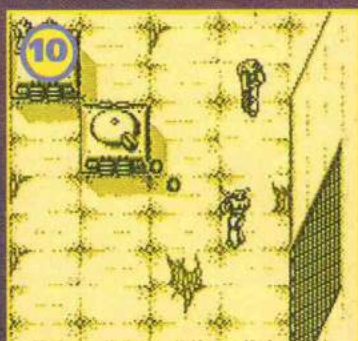
Stand just to the right of the middle bullet of the right turret and you'll be able to destroy it easily. Once one gun's gone the other gun's a cinch to beat.



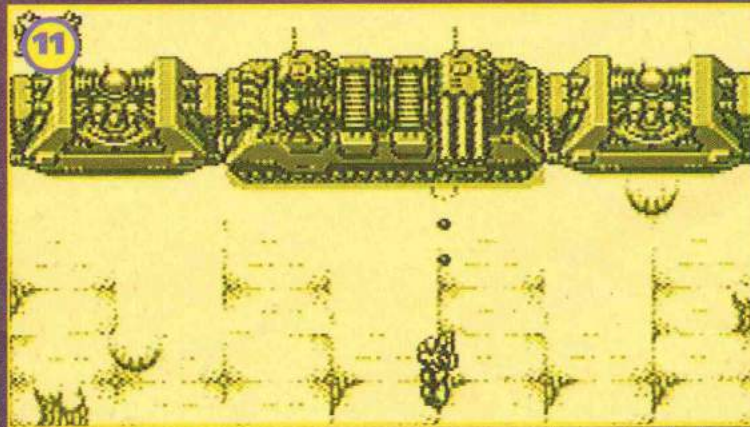
When you pass this big tank for the first timer un to the right, making sure you get the power-up on the way. Then nip round its blind side and hit its guns.



The tank that comes on at the bottom of the screen is easy to beat. Stand here and pile shots into the nearest gun. When that's gone hit the next one - you won't even get scratched!



Hit the pillboxes diagonally and retreat down the screen if you don't destroy them at first.

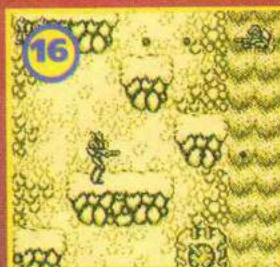


Take out one side pod at a time, shooting at them diagonally. Then nip across and destroy the other two guns before going for the gun in the middle. Don't stand in front of this - hit it from the sides.

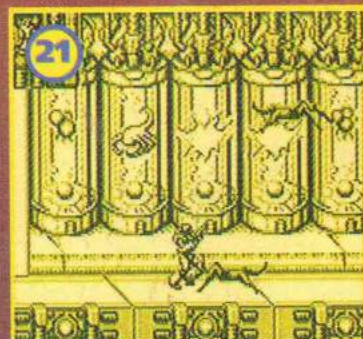




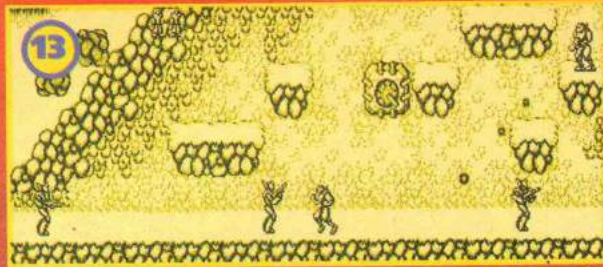
Here, flick the pad up while firing to hit the guys in the trees.



As with the last vertical section, blast everything before moving up.



In the last level, run right with guns blazing, switching to hit the guns in the ceiling as they appear. When you pass these incubators shoot up 'n' right to get the aliens as they emerge.



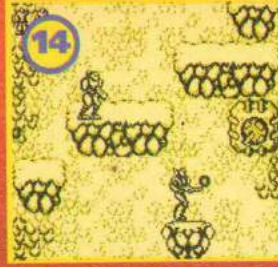
Wait for three rocks to drop before going here. Shoot up 'n' right but watch your back for the enemy



Jump onto the base and shoot at the arms of the probe. Hit its shots and go for the central pod.



Take out the pod and then destroy the hatchlings. Don't move up - they'll just swamp you.



To be safe, don't jump up until you've cleared everything in sight.



It's easy to weave past these snakes but stop and ice any pods



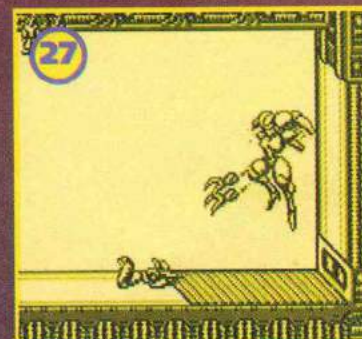
To kill this, shoot up at its centre, flicking left 'n' right to hit troops.



Stand here in front of the spider. Shoot up and as the spider goes left and right turn that way to hit its shots. Easy!



If you don't hit these guns as you run by, stop under them and finish them off to be safe.



Continue using the same tactics and when he starts firing his arms at you, duck beneath them. Shoot him and jump his shots as normal, then duck under the returning arms. Keep doing this and you'll eventually beat him.

**GB  
TACTIC**

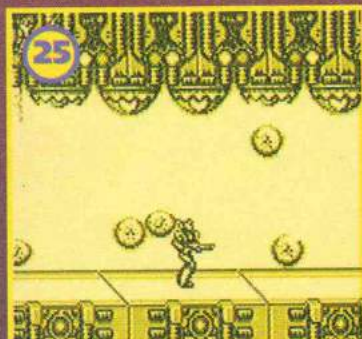
Here are a few cheats that may help you through GB Probotector:

For a level select to level four, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A and START. Use UP and DOWN to select level.

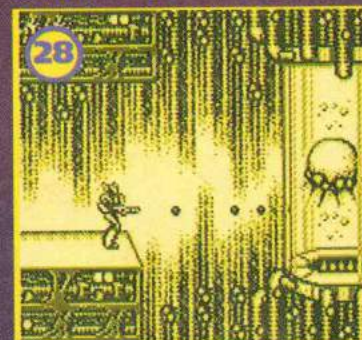
For nine lives press, UP four times, DOWN four times, LEFT four times, RIGHT four times and then press START.

To get a sound test press **up**, **down**, **left**, **right**, **A**, **B** and **start**. Use up and down to select the tune.

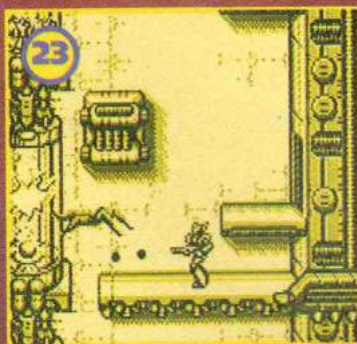
If you're lucky enough to have a Game Boy Action Replay enter the code **010288C8** for infinite lives.



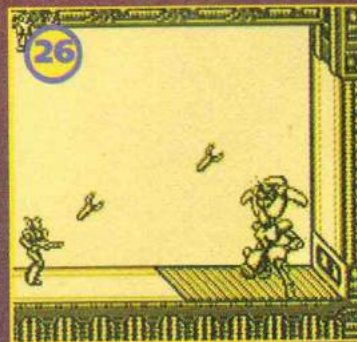
To avoid the balls dropping from the roof, run along and shoot up 'n' right as you go.



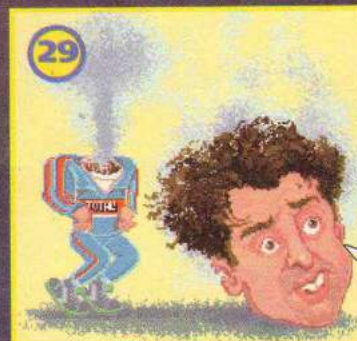
Take it easy past the lightning bolts and you'll get to here. Destroy the tube and that's it!



On the lift, stand here and you'll be able to duck the lasers and hit the guards and aliens.



When you reach the last guardian stand on the opposite side of the screen to him. Shoot at him and leap over his last two shots. As he flies over to the other side, change sides.

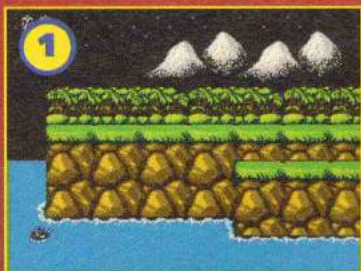


Oh dear, it would appear that my head has been forcibly removed from my body. Lucky they didn't get my brain, eh?



# PROBOTECTOR

## LEVEL 1



Make things easy at the start by dropping into the water. Now go along to the right. Staying in the water, grab the first power-up and shoot up.



Get out and stand here, just behind the shots of this gun. Shoot up to destroy it. Use this tactic on these guns whenever you face them in the game.



Jump up onto the next level and lie flat on the ground to avoid the shots of this pop-up gun. Blast it. Use this tactic whenever you meet these guns.



Run across the next little platform and shoot down and left to hit the power-up. Jump the gap and you'll land on a tiny platform and get the power-up.

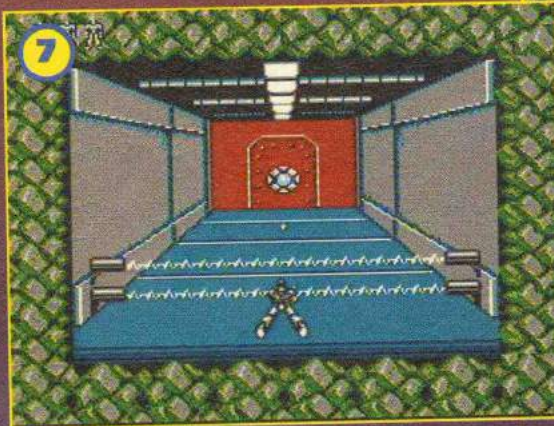


Stay here and jump up and shoot to hit the guard. Jump and shoot down to hit the gun.

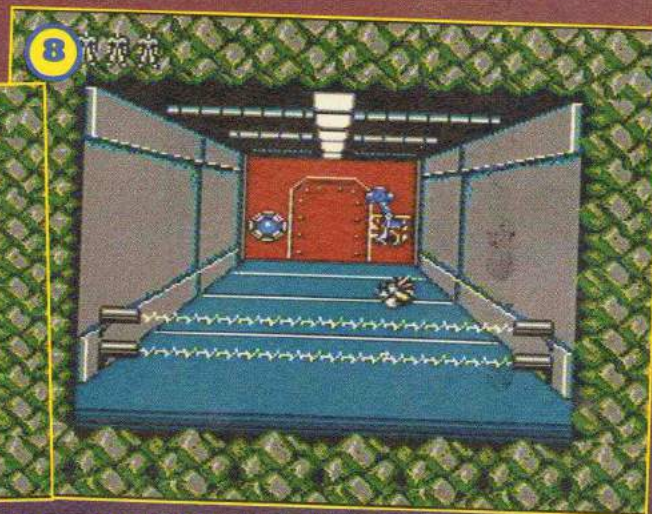


Stand on the left of this platform to hit the cannons and shoot down to get the red target.

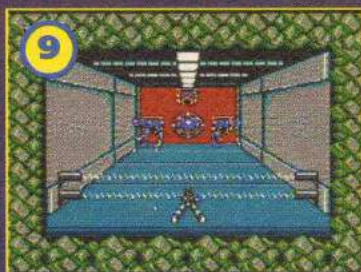
## LEVEL 2



As a general rule on this type of level, it's best to stay lying down, thus avoiding the shots of enemy guns and robots. Stand up in front of the targets when you've got a free shot and there aren't too many enemy bullets flying about. Don't push up or you'll be stunned for a while.



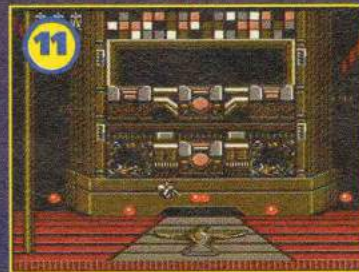
If, as in this screen, you have to cross from one side to another, it's sometimes safer to jump across - steering your way through the bullets as you go. To reach some targets and guns on later screens you have to jump and shoot at the same time, which leaves you vulnerable to enemy fire.



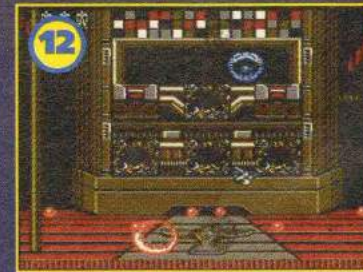
In all these rooms don't bother trying to slug it out with the guns and robots - go for the targets. Stay down in the middle, popping up to have a blast at the target when safe.



Attack the targets at the sides first. Stand just off centre from the target and shoot up. If you're in the right place the bullets will miss you. If not, they're dead easy to jump over.



To take out the middle two targets stand right below them and shoot up. When the guns fire jump off diagonally to the left or right between the shots, as shown. Now hit them again.



As the eye starts moving and firing stay on one side of the screen and shoot up. You can destroy its ring of fire before it hits so concentrate on avoiding the shots while firing up.



# NES

## TACTIC

Right, SNES and Game Boy blasting freaks have had their go, now it's NES Probie fans' turn for a complete solution. Up and at 'em, death fiends!

### LEVEL 3



Don't go up underneath the boulders if they're wobbling - it shows they're about to fall.



Stand here to avoid grenades chucked by the bloke in the waterfall, then dash upscreen.



Before crossing the flaming bridge, duck here and shoot the gun. Jump towards the middle of the bridge as the flames meet there. Now jump right and up.



Above the bridge, shoot this gun before it turns to shoot you and go across to the left. Now go up and ride the moving grey platform over to the right.



When you get to this bit, go here and take out the lower gun. The other one won't be able to hit you, so edge left and shoot up to destroy it. Now go up to the top...

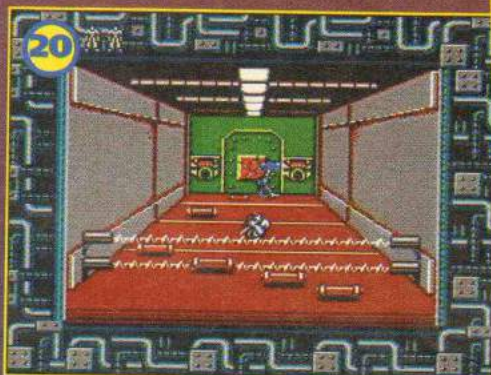


... Where this guy's waiting. Shoot the blue spikes at the end of his arms first. Stay under them and shoot up, jumping past the fireballs he shoots at you.



Once he's armless (groan!) shoot straight up at his mouth. When he shoots at you run to the left or right to avoid his shots, then carry on shooting his mouth.

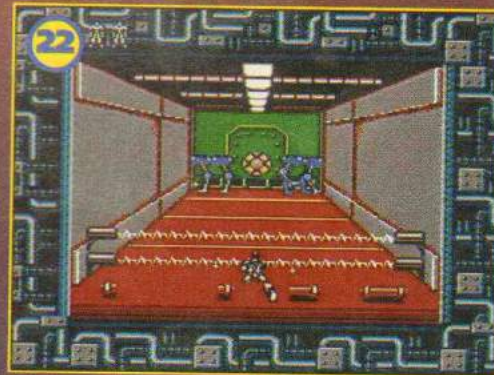
### LEVEL 4



To get over the rollers that come towards you, jump as they're about to hit you and move across in the air. Steer yourself so that you land where the rollers have already passed and you'll be safe as houses.



This room is extremely easy. All four targets are at ground level so just lie down and shoot each one in turn. Don't worry about the rollers - if you keep shooting you'll blow them up before they reach you.



You can also avoid the rollers by lying between them, as shown in this screen. But, you'll need to be accurate or they'll wing you. This room's easy too, if you lie in the centre and stand up to shoot when it's safe.



At the end of the level, take out the targets on the left and right first. Stand off centre from the target as shown and shoot up. The big cannon shots will miss you, so all you'll have to worry about are the soldiers' shots and kamikaze leaps.



After wasting the two outside targets go for the middle two. Stand slightly to one side of the red targets, avoiding their bullets, and you'll be able to hit them. Watch the troops as they rush on - shoot them before they get directly above you.



When the four droids appear at the top of the screen stand about here to shoot them. They're only vulnerable when they join to form two droids in these positions. You'll have to jump to avoid their circling shots but the others will miss you.



## LEVEL 5



'Ice' the first two guns by lying about two inches from them – the grenades will miss you.



The next gun's easy too – just duck 'n' fire. Look out for robots coming from behind.



Here, wait for the first grenade to drop and then run. But if you stay on the lower platform the grenades won't harm you. Duck down to shoot the gun.



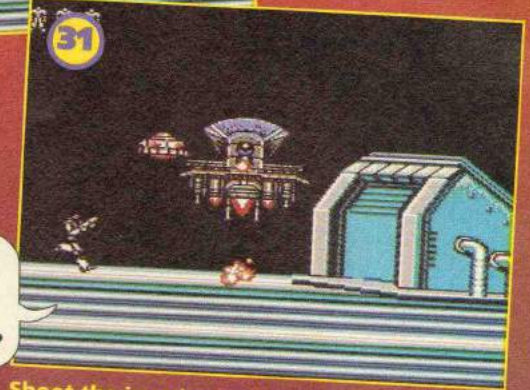
Make sure you blast these power-ups and don't leap into the water – for once it'll hurt you. Wait for the grenades to split before jumping across.



Look, it's not easy being a tank, you know. I mean, the price of tracks these days, it's criminal...

To beat these tanks stand at the far left and shoot like crazy. They'll blow before they reach you.

'Ere, aren't you the flying saucer from the end of Close Encounters?

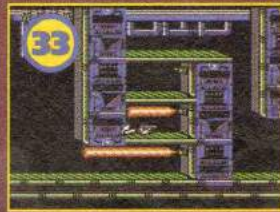


Shoot the invaders on the left as they emerge then shoot up at the small jets on each side of the big engine. Sweep the gun to the right to take out any other invaders.

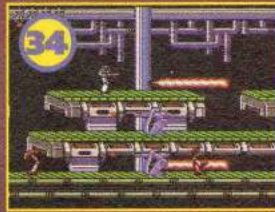
## LEVEL 6



Stay on the middle level and hit the guard, then drop to hit the robots.



Wait for the flames to recede and then go up one level and wait again.



Shoot the guns from above. Pass the flames on the middle level.

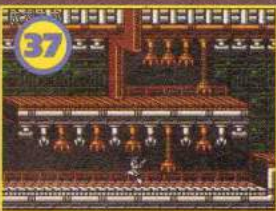


To beat this blokey, shoot his legs as he pelts towards you and...



... Jump over the top of the robot as he runs at you and shoot again.

## LEVEL 7



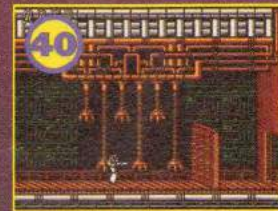
To get by the grabs, go on top and wait for the first to grab, then run.



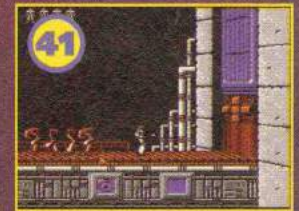
Ride the cart to the grabs then jump here and hit the spiky wall.



Don't take the cart here – it's easier to blast the walls on the top level.



These grabs move down in alternate pairs. You'll have to dodge back and forth under them so you can hit the wall.



Shoot the guns at the bottom, jumping over their grenades. Blast or jump the robots, then hit the door target.

## LEVEL 8



To beat this alien, stand here and shoot up 'n' right. Shoot up if one of the critters gets close.



Shoot these spitting faces as you pass them or they'll be too many for you to deal with.



As the scurrying aliens appear, shoot up and right to get 'em before they hit the ground.



Lie on the ground and hit the hachers at the bottom first. Watch for aliens from above.



After you've wasted the bottom two go in close and shoot up at the brain to finish the game.



# Q&A

## All your gaming problems solved!

### Peace TOTAL!

Hi guys - you'll probably think I'm dead thick for this. I'm on Bowser in Super Mario Brothers 4 on the SNES and I don't actually know how to kill him. I've avoided him for ages but then I make a stupid mistake and die. Please help!

**Fred, Mitcheldean, Gloucester**

### Dear Fred,

This is one problem that we get letters and 'phone calls about all the time, so don't feel too thick. Beating Bowser is quite straightforward when you know how. You have to jump on the



**How do you beat Bowser? Read the bit below to find out (and it's got nothing to do with canes or your Dad's slipper!).**

Mecha Koopas he bungs out at you. Once they're stunned, pick 'em up and throw them straight up in the air, timing the throw so that they land on Bowser's head as he flies across. Keep using this method and you'll be able to see the luvverly end sequence in all its glory.

**JAMES**

### Dear Q&A,

I have got Super Mario Land 2 on the Game Boy. However, I keep getting stuck on the bosses. Please could you print a complete solution.

**Ian Hamilton, Durham**

### Dear Ian,

No sooner said than done, Ian, me old mucker. Next month we'll be doing a complete solution to SML2 that will leave no boss unbeaten or secret level secret. But, just to keep you going in the meantime, here's the lowdown on how to beat a couple of the zone bosses. At the end of Tree Zone you'll find a giant bird in a nest. To beat it, hover in the middle of the screen and drop down onto its head as it flies underneath you. To overcome the three little pigs at the end of Mario Zone, you'll have to hit them all three times. The first one is easy to beat but the later ones speed up and start bouncing a lot higher. If you wait close to one wall it's a lot easier to guess when to jump on top of them, and you can get two hits in if you're very quick.

**CHRIS**



**That's two bosses busted. For the full Super Mario Land 2 guide get next month's TOTAL!**

## TOTAL! CHALLENGE

**We're getting more and more challenges from you every day. Send in whatever you can think of (the harder the better) but make sure you can do the challenge first!**

### SUPER MARIO LAND GB

1. Try and complete the game in the fastest time possible. See if you can beat 16 minutes 35 seconds (use a stopwatch).

2. Try and finish the game without collecting more than 100 coins throughout the game.

**Robert Pinkerton, Pinner**

### SUPER MARIO KART SNES

Play a one-player time trial but race only while looking at the plan of the track in the bottom half of the screen.

**David Smith, Rosyth**

### BLUE SHADOW NES

Finish level one, losing as little energy as possible and without picking up the energy bottle, only the chain and stars.

**John Peters, Warrington**

### MICRO MACHINES NES



Go the wrong way around the track for two laps, then go the right way and try to win the race. This one sounds impossible!

**Matthew Brown, Huddersfield**

### SOLAR JETMAN NES

Complete level one in less than 15 minutes and don't score more than 100 points.

**Michael Sew, Wokingham**

**Send your challenge to us at: TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW**

### My challenge is for:

☐

**Game Boy**

☐

**NES**

☐

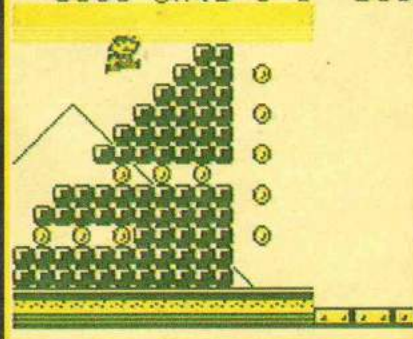
**SNES**

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**Finished Super Mario Land? Then you need a new, like, concept, man. (In other words, try our challenges).**







# ARCADE SOFTWARE

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MORE TITLES, PLEASE PHONE

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# Killer Konsole Klub



See the dude on  
the left? He's  
Bitmap Boy. Why's  
he so happy?  
Well, it's because  
he's a member of

the Killer Konsole Klub. He gets 12.5% off new  
carts, 15% off used carts, a totally brilliant bi-  
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win carts (as well as other strange prizes) and he  
can order any time day or night. He also gets  
offered games at very special prices, he's got 50%  
off a cart before. When he gets bored with his old  
games, he can part-exchange them for four quid!  
He has the choice of getting SNES, Megadrive,  
NES, Master System, Gameboy and Game Gear  
carts and consoles.

The geezer on the right is Tristram Trainspotter. He  
is NOT a member. Now ask yourself a question.  
WHICH ONE OF THESE TWO WOULD YOU  
RATHER BE?

IF YOU WANT TO BE AS CHUFFED AS BITMAP  
BOY, FILL IN THE FORM BELOW. MEMBERSHIP  
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# TOTAL! SHOPPING SPREE!

No, TOTAL isn't opening a chain of supermarkets! But we have got some fab stuff for you to buy. 'Checkout' the Nintendo-related bargains below!

## NUBY SOFT PAK

Here's a brill way to keep your carts safe from, er, I dunno, falling jars of mayonnaise or summat. Available for NES, Game Boy or Super NES.

**£9.99**

## PRO ACTION REPLAY

With this amazing device you can beat the toughest of games! The Pro Action Replay even shows you levels you never knew existed! How good is it? It's so good the TOTAL team themselves use it! Available for NES, Game Boy and Super NES.

**£44.99(SNES) £29.99(GB/NES)**

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Fed up with not being able to play all those amazing Japanese and American carts? Not any more - Universal Adaptor to the rescue! The best £16.99 you'll ever spend. Probably. Available for NES or SNES.

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## Fill in the form - and that's an order!

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- ☐ Universal Adaptor £16.99 - now tick one format: ☐ NES (NESAD) ☐ Super NES (SNESAD)
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# READER

# ADS

**Buying? Selling? Just want to see your name in print? This is where it's all at!**



- NES for sale with two controllers, Zapper gun, Game Genie and seven games.  
**Tel: 0742 844173**
- NES with Zapper, five games (Mario, Duck Hunt, Blades Of Steel, Digger T. Rock, Rescue Rangers – £80. Excellent condition.  
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- SNES with 24 games, including Street Fighter II, Sim City, Dragon's Lair,

Wrestlemania, Super Soccer and more. Also, converter, Action Replay, Scope, mouse (Mario Paint) – £400.

**Tel: 0361 83165** (after 4:30, before 7:00, ask for Toby)

- NES plus Zapper and ten games, all excellent condition, with box. Worth £390. Will sell for £200 ono.

**Tel: 0734 411678**

- NES for sale with six games, plays American games and has joystick. £150 ono or swap for SNES with one game.

**Tel: 0772 628655**

- For sale: NES with three games, including SMB1, Duck Hunt and Simpsons. Two joypads and Zapper. All for only £85 ono.

**Tel: 0903 505072**

- NES + control pad + lightgun + six games, only £140.

**Tel: 0530 813595**

- For sale – BMX (Raleigh Burner). Excellent condition, one careful owner! Contact at address below. £70 ono. Written offers only accepted.

**Simeon Griffiths, Shirley House, Worktop College, Worktop, Notts S80 3AP**

- I must be crazy! UK Super NES with two joypads, J.B. King £25, adaptor and Super Mario Kart for only £220.

**Tel: 081-863 8914**

- Game Boy, seven games, Game Light magnifier, carry case and two-player lead: £200 ono.

**Tel: 0525 372942**

- Would anyone like to buy Robocop 2 for the Game Boy? Only £15! Call Chris on:

**Tel: 0773 821539**

- NES with two joypads for sale, plus 11 games (boxed): £250. Offers considered.

**Tel: 0733 238339**

- Master System games for sale. Ring Daniel for titles and prices.

**Tel: 081-864 6464**

- NES for sale, with two joypads, six games (SMB1 + 3, Blades Of Steel and three more): £110 ono.

**Tel: 081-449 3843**

- Game Boy for sale with Tetris, Mario Land, Spiderman and Turtles, light and magnifier, link cable, new screen case and adaptor. Worth £173, selling for £140.

**Tel: 0425 474418**

- Paperboy for the NES, complete with manual. Sell for £10, or accept swap.

**Tel: 081-699 0179**

- I want to sell Battle Of Olympus, £18, and Track & Field 2, £22.

**Tel: 081-886 1484**

- NES for sale, including Zapper gun, joystick and two control pads. Plus 12 games cartridges worth £450. Offers.

**Tel: 0905 25178**

**● NES for sale + eight games, including Blades Of Steel, Off Road Racer and Captain Skyhawk. Also, two joypads, cleaning kit and 12 Nintendo mags. Hardly used, 18 months old. £160 ono.**

**Tel: 0932 782199**

- NES for sale with SMB1 and two controllers: £40. NES Advantage boxed set: £15. Zelda II – Link: £10. Double Dragon:

£10. Also, four Jap games + converter for Nintendo NES: £30.

**Tel: 081-514 5949** (after 5pm)

- Sega Master System 2, five games, Sonic, Asterix plus accessories. Bargain at £115. Five months old.

**Tel: 0372 275013**

- Sega Master System, two hand controls, gun and five games (good condition, still boxed): £60 ono.

**Tel: 0272 373131**

**● NES with eight games, including SMB1 + 3 and Simon's Quest, two control pads and NES Advantage. Also, NES 4-player satellite. All worth £350, bargain at £150. Call Tim after 6pm.**

**Tel: 0276 857673**

- NES + nine games + Game Genie and two control pads. Cannot be refused. Only £185 ono.

**Tel: 0202 607962**

- UK SNES games – Addams Family, Krusty's Super Fun House. £25 each (boxes and books not in excellent condition!).

**Tel: 0392 64635**

- Master System 2 – two joypads, lightgun and eight games, including Prince Of Persia, Super Kick Off and Speedball. Worth £265, sell for £170 ono.

**Tel: 0827 261494**

- NES for sale, including two joypads, one joystick, seven games (Mario 2, Hyper Soccer, Batman, Rad Racer, Tecmo Wrestling, Turtles 1, Gun Smoke). Good condition: £170 ono.

**Tel: 081-961 0926**

- NES with lightgun and nine games, including Kick Off, Golf, Turbo Racing: £160. Or swap for Sega Mega Drive.

**Tel: 0253 765510**

- Game Boy games for sale or swap – Nemesis, Motocross Maniacs, Dragon's Lair, Operation C, Mega Man 2, Blades Of Steel, Tennis and many others.

**Tel: 0992 893623**

- For NES system: Advantage controller £15, Nesmax controller £8, Double Dragon £12, Turtles £10 & Kung Fu £10. All boxed with instructions, in as new condition. Arrival of SNES forces sale.

**Tel: 0734 479972**

- NES, two control pads, games (Mario 1 + 3, Simpsons Vs Space Mutants). Excellent working order/condition. £80.

**Tel: 0903 726546** (after 6pm)

- Batman and Blades Of Steel: £25 each. Phone after 7pm.

**Tel: 0621 779569**

- NES for sale with six game and five Club Nintendo mags. Games include SMB3. All for £95. Call Stephen.

**Tel: 081-656 7337**

- NES and 15 games, worth £530, sell for £300.

**Tel: 021-453 3647**

- NES + five games + two joypads, good condition, boxed: £100 ono. (Phone after 5pm weekdays.)

**Tel: 0924 270768**

- NES game: New Zealand Story. Perfect condition. £25 ono.

**Tel: 0228 38349**

- Street Fighter II for SNES: £40 or will swap for Evander Hollyfield's Boxing for UK SNES.

**Tel: 0259 219939**

- Lynx 2, three games – Blue Lightning, Ninja Gaiden, Slime World, AC power adaptor. Sell for £105 ono.

**Tel: 0727 863414**

- Game Boy for sale, with ten top title games, including SMB1 + 2, F1 Race, Super RC Pro-Am, plus lots more. Magnilight, two carry cases, four-player adaptor: £160 ono.

**Tel: 0367 253135**

- NES, two control pads (boxed) with SMB1 and seven other games (all boxed, with manuals) – Simpson Vs Mutants, Digger, Star Wars, Solstice, Maniac Mansion, Snake, Rattle And Roll,

Zelda II. Good as new. £160, no offers.

**Tel: 0993 845828** (after 6pm)

- NES Action Set, eight games (SMB1 + 3, Star Wars, Punch Out, Top Gun 2, Duck Hunt, Track And Field 2, Blades Of Steel), lightgun, games case, joystick, tip book: £200.

**Tel: 0634 669402**

- Game Boy games for sale – SML, World Cup, Kick Off: £12 each. Box and instructions. £30 the lot.

**Tel: 0453 842997**

- NES plus 11 games, including Punch Out, Bubble Bobble, Rainbow Islands, Duck Tales, Hyper Soccer, mint condition: £140, including lightgun.

**Tel: 0532 528943**

- NES for sale. Six games – Zelda, Batman, Mario 1 + 3, Bubble Bobble, Life Force – plus NES with two controllers. Worth £280, sell for £130. Only 12 months old.

**Tel: 0737 350784**

- NES for sale with two joypads, Advantage joystick, Zapper gun and 12 games. Everything boxed, as new. All this and 13 TOTAL magazines for only £299 (worth over £550).

**Tel: 0532 871118**

- NES for sale, two pads, Mario, Duck Hunt, Zapper: £50. Also, NES games for sale, first come, first served.

**Tel: 0891 764668**

**● NES (boxed), Zapper gun, two control pads, ten games, including SMB1, 2 + 3. Absolute bargain – worth nearly £500, sell for £160.**

**Tel: 0708 224894**

- Sex! Now I have your attention, would you like to buy an American Street Fighter II for as low as £40 for the SNES?

**Tel: 081-998 3200**

- NES for sale with 14 top games, lightgun and Advantage joystick. All for £200 ono.

**Tel: (Kirkby in Ashfield) 722268**

- NES for sale, four games, Zapper, two control pads, still two years' guarantee: £90. Phone after 4pm.

**Tel: 0276 36704**

- Game Gear for sale, four games included – Sonic, Shinobi etc. In brill condition. £165 ono. Phone Omar.

**Tel: 081-942 8543**

- Nintendo Game Boy, Tetris and five other games – Super Mario 1, Dr Franken, Tennis, Double Dragon, Duck Tales – £130.

**Tel: 0223 322671**

- NES for sale with two controllers, Zapper, Mario 1 + 3, Snake, Rattle And Roll, Wizards And Warriors, Turtles, Kick Off. Worth £265, sell for £125.

**Tel: 081-998 2509**

- Five NES games – Double Dragon II, Donkey Kong Classics, Chip 'n' Dale, Blades Of Steel, Konami Hyper Soccer. £13-28. All boxed, with manuals.

**Tel: 0296 67581**

- NES system, exc. condition, with manuals, two joypads, Zapper, SMB1, Duck Hunt and Clay Pigeon Shooting. Boxed. £70 ono.

**Tel: 0296 67581**

- Nintendo NES with six games – Golf, Turtles, SMB3, Spy Vs Spy, Simpsons, Goal – £100 only.

**Tel: 0742 306841**

- SNES Mario pack for sale, six months old, new Pro Pad and nine games, including SFII, Zelda III and Super Ghouls And Ghosts. Worth £630, only £430 ono.

**Tel: 0902 637040**

- For sale: Dragon's Lair on SNES. Not used. £42 or swap for Action Replay or Zelda III.

**Tel: 0923 852705**

**● Game Boy, carry case, Light Boy + 22 games, including Star Wars, Super Mario Land 1 + 2, WWF2, T2, Choplifter 2. Cost over £600, sell for £200.**

**Tel: 0244 520838** (after 6pm)



- NES for sale with seven boxed games. Excellent condition, £165 ono. Ring after 6pm.  
**Tel: 0742 510666**
- NES for sale, three games: Turtles, Gremlins 2 and SMB3. Worth £160. £70.  
**Tel: (Nottingham) 647239**
- Game Boy with three games: Tetris, Double Dragon 3, WWF Superstars. With Link and headphones, six months old. Price £75.  
**Tel: 0428 605504**
- NES for sale with seven games and Phaser. Sell for £110. No offers. Phone after 4pm.  
**Tel: 0275 463124**
- SNES F-Zero (91%) for sale: £30. Phone after 6pm.  
**Tel: 0482 74855**
- Save £140 on an NES with four games – Low G Man, SMB1, SMB3, Blades Of Steel – all of which have high percentages in TOTAL. Worth £240, I will sell for £100 (or could sell separately).  
**Tel: 081-876 1922**
- Game Light Plus for sale (magnifier and light), hardly used, a bargain at only £9.  
**Tel: 0580 201229**
- NES + SMB1, Punch Out, black & white TV, good condition, £100 ono.  
**Tel: 0902 231105**
- Attention, SNES owners! Super Mario Kart (UK) game for sale: £30. (Reluctant sale – need the cash!)  
**Tel: 061-724 8016**
- For sale: Game Boy boxed games. Nemesis, Turtles, Robocop, Golf, RC Pro-Am and Bart – Camp Deadly.  
**Tel: 0423 888365**
- NES – two controllers – plus four games – TMHT, WWF, Off Road & Excitebike. All boxed. Worth £200, sell for £100.  
**Tel: 0753 579618**



- Wanting to swap Kick Off (for NES) for Rainbow Islands or Top Gun 2.  
**Tel: 0532 555073**
- I will swap my NES with nine games for a Game Boy and a few games.  
**Tel: 0676 41222**
- NES with four games included, joypads. Swap for SNES with one or no game, or sell for £100.  
**Tel: 0822 86338**
- Swap my Super Castlevania IV and Top Gear for UN Squadron and Dragon's Lair. Also have Super Mario World, consider any game. Call Steve after 6pm.  
**Tel: 0532 641725**
- I'll swap Low G Man or Air Wolf for Duck Tales or Rainbow Islands (Nintendo).  
**Write to: 69 Yarmouth Road, Lowestoft, Suffolk.**
- Swap Super Probotector or Another World for Super Tennis or King Of The Monsters.  
**Tel: 0455 291609**
- SNES swap. My Dragon's Lair for either Zelda, Lemmings, Axelay or Gradius.  
**Tel: 0325 487257**
- Willing to swap Solstice (NES), brand new, for Swords And Serpents or To The World or Boulderdash.  
**Write to: 42 Holborn Road, Hylton Lane Estate, Sunderland SR4 8AR**
- Swap Castlevania (NES) or World Wrestling (NES) for Kick Off (NES). Contact Mark.  
**Tel: 0920 462848**

● **Wanted: Robot and corresponding game-pak for NES, preferred separate but will consider with NES. Also, power pad for NES. Finally, TOTAL No. 1 required, as new. Good price paid.**  
**Tel: 0737 359578**

- Listen up. Will swap Robocop, Tetris or Turtles 1 (all GB) for any game. Call and ask for John.  
**Tel: 0727 839717**
- Attention, Super NES owners: I have Super Tennis to swap. Phone me after 6pm with your swap.  
**Tel: 081-980 6314**
- NES swap. Rescue Rangers, Bart Simpson Vs World for Zelda III, New Adventures Of Dizzy.  
**Tel: 0928 569280**
- WWF (SNES) for Desert Strike or Final Fight or Alien 3.  
**Tel: 0621 779569 (after 7pm)**
- UK SNES swap. Super Soccer for either NHLPA Hockey, Pilotwings, Prince Of Persia or Lemmings.  
**Tel: 0524 426411**
- NES swap. Low G Man for Rainbow Islands or New Zealand Story or Mega Man 3.  
**Tel: 0670 822821**
- Up for swaps! Krusty's Super Fun House (SNES). What have you got to swap in exchange?  
**Tel: 0452 424303**
- SNES Kick Off for sale or swap and will buy games also.  
**Tel: 021-744 2973**
- I want to swap my NES with Turtles 2 and NES Advantage joystick for Super NES and any game or £70.  
**Tel: 031-557 9587**
- I will swap my Atari Lynx II + PSU and Gauntlet 3 game for a SNES games console + £60. Will negotiate.  
**Tel: 0346 515823**
- I will swap my NES, two joypads, Zapper gun, Python 2 and seven games for SNES with Street Fighter II.  
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- NES swap: SMB2 for any good game (UK).  
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**Tel: (East Filton) 24801**
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**Tel: 071-916 0938**
- I will swap Krusty's Super Fun House for Pilotwings or Populous (PAL version SNES).  
**Tel: 0742 326127**
- Will swap Zelda 2 for any game of same value.  
**Tel: 0202 690431**



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- Wanted NES joypad.  
**Tel: 0985 218381**
- NES Star Wars instruction book needed. My ex-mate lost mine.  
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**Write to: Mark Partington, 29 Marton Heights, Sowerby Bridge HX6 2R2**



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**Write to: 29 Gleneagles Drive, Bessacarr, Doncaster DN4 6UN**
- Hi, I am looking for a pen pal of any age owning any machine. Reply to all letters.  
**Write to: Laura, 16 Laburnum Drive, Wootton Bassett, Wilts.**
- Hi! If there are any 11-year-olds out there who play Game Boys, SNES and like American Football then write to me (photo please, if possible).  
**Write to: James, 55 Abbotswold, Harlow, Essex**
- Hi! I'm looking for a pen pal – a boy aged 10-11. Must like SNES and Rugby Union (like me).  
**Write to: Ben, 98 Ringwood Road, Eastbourne, East Sussex**
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**Write to: James Grey, 8 Letchford Terrace, Headstone Lane, Harrow, Middx HA3 6PB**
- I am 12 years old. I like sport and computers. I have a SNES and Game Boy. I would like someone who likes the same things.  
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# Recall Top Ten – the best of NES

**SUPER MARIO BROS. 3**  
Nintendo  
1-2 players  
£40  
Eat your heart out, Sonic!  
Even the eight-bit Mario beats  
the blue rodent, hands down!



98% (Issue 1)

**BATTLE OF OLYMPUS**  
Nintendo/Imagineer  
1 player  
£20  
This game's better than being  
in the Scouts – it's as big as  
the great outdoors and you  
even get a sword to play with!  
92% (Issue 1)

**MICRO MACHINES**  
Code Masters/Hornby  
1-2 players  
£33  
This mini race 'em up is prob-  
ably even more fun than the  
real thing! Brilliant!  
92% (Issue 9)

**LOW G MAN**  
Nintendo/Taxan Group  
1 player  
£20  
This game will turn even the  
most tolerant NES owner into  
a vicious alien-slaughtering!



94% (Issue 2)

**RAINBOW ISLANDS** Ocean  
1-2 players  
£40  
Forget Rod, Jane and Freddy –  
this is a superb platformer,  
with wonderful gameplay.  
92% (Issue 5)

**NEW ZEALAND STORY**  
Ocean  
1-2 players  
£35  
A terrific platform blaster,  
packed to the brim with great  
sounds and great graphics.



93% (Issue 5)

**BOULDER DASH**  
First Star Software  
1-2 players  
£30  
A rock 'ard puzzling collect-  
'em up with 24 diamond-filled  
levels. A real gem of a game!  
90% (Issue 1)

**KICK OFF**  
Anco  
1-2 players  
£36  
Just like the real thing, except  
you don't get injured (watch  
out for sore thumbs, though!).  
93% (Issue 4)

# TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Welcome to the new-look, slimline TOTAL Recall – it's got so many games now that we've had to make everything smaller to fit 'em all in! But don't worry – we haven't missed anything out and it's still the best buyer's guide around.

Remember, game prices can vary a lot. The prices here are as accurate as we can make them, but you may find different ones. Shop around for the best deal.



**4-PLAYER TENNIS**  
Asmik  
1-4 players  
A few new ideas, but ruined by bad controls and awful collision detection.  
52% £33 (Issue 10)

**A BOY AND HIS BLOB**  
Nintendo/Absolute  
Entertainment  
1 player  
Original, with nice backdrops, but too slow and there's not enough action.  
55% £35 (Issue 2)

**ACTION IN NEW YORK** Infogrames  
1 player  
A tasty blaster (similar to Protector) with only five levels but lots of action.  
69% £40 (Issue 12)

**ADDAMS FAMILY** Ocean  
1 player  
Playable at first, but marred by poor collision detection and too-easy levels.  
55% £40 (Issue 7)

**ADVENTURE ISLAND II**  
Hudson Soft  
1 player  
Loads of levels, but too simplistic. Needs more to do and more going on.  
57% £43 (Issue 9)

**BAD DUDES** Ocean  
1-2 players  
Yes, a bad beat 'em up – bad sounds, bad animation and bad gameplay.  
39% £25 (Issue 13)

**BATMAN** Sunsoft  
1 player  
A tough platformer with five massive levels and lovely backdrops. A must.  
81% £45 (Issue 11)

**BATMAN RETURNS** Sunsoft  
1 player  
A run-of-the-mill platformer that lacks inspiration and imagination.  
44% £40 (Issue 15)

**BATMAN – RETURN OF THE JOKER** Sunsoft  
1 player  
Luscious graphics and lots of variety, but it's sluggish and unresponsive.  
64% £45 (Issue 12)

**BATTLE OF OLYMPUS**  
Nintendo/Imagineer  
1 player  
A truly engrossing and highly playable quest with lots to discover. Lovely!  
92% £20 (Issue 1)

**BAYOU BILLY** Konami  
1 player  
An awful mixture of ripped-off game styles. The worst Zapper game ever.  
22% £25 (Issue 4)

**BLADES OF STEEL**  
Konami/Palcom  
1-2 players  
A highly playable ice hockey sim which will keep you going for months.  
81% £35 (Issue 3)

**BLASTER MASTER** Sunsoft  
1 player  
Neat graphics and plenty of exploring, but no passwords and it goes on a bit.  
71% £40 (Issue 6)

**BLUES BROTHERS**  
Nintendo  
1 player  
Tough, mazy platformer with big, varied levels, but let down by looks.  
30% £40 (Issue 14)

**BLUE SHADOW** Taito  
1-2 players  
A slick platform hack 'em up. Great backdrops and lots of varied enemies.  
74% £23 (Issue 4)

**BOULDER DASH**  
First Star Software  
1-2 players  
Diamond-collecting, boulder-dodging action. Addictive and challenging.  
90% £30 (Issue 1)

**BUBBLE BOBBLE** Taito  
1-2 players  
Frantic, addictive platform action. An almost perfect arcade conversion.  
80% £30 (Issue 1)

**THE BUGS BUNNY BIRTHDAY BLOWOUT**  
Kemco/Seika  
1 player  
Jerky scrolling, crap graphics and repetitive levels. Oh dear.  
31% £45 (Issue 4)

**CAPTAIN PLANET**  
Mindscape  
1 player  
A scrolling shoot 'em up with brilliant animation and a varied challenge.  
70% £35 (Issue 3)

**CAPTAIN SKYHAWK**  
Nintendo/Rare  
1 player  
A superb blast 'em up with smooth graphics and frantic action.  
83% £23 (Issue 1)

**CASTELIAN** Sales Curve  
1 player  
Frustrating but enjoyable climb 'em up. Difficult but compulsive.  
71% £36 (Issue 8)

**CASTLEVANIA** Konami  
1 player  
A big, fun game, although you may find the gameplay a little repetitive.  
71% £30 (Issue 7)

**CASTLEVANIA II** Konami  
1 player  
More adventure than the first game, but still pretty repetitive.  
61% £30 (Issue 7)

**CASTLEVANIA III** Konami  
1 player  
The best of the Castlevania series. A meaty beat 'em up with lots of action.  
80% £40 (Issue 7)

**CAVEMAN NINJA** Elite  
1 player  
Looks good but plays bad. Repetitive and badly structured.  
67% £39 (Issue 4)

**CHIP 'N' DALE RESCUE RANGERS**  
Capcom  
1-2 players  
Great graphics, great gameplay and great fun, but a bit too easy.  
81% £45 (Issue 4)

**DEFENDER OF THE CROWN**  
Palcom/Konami  
1 player  
A complex quest which looks interesting but doesn't quite work.  
71% £25 (Issue 1)

**DEFENDERS OF DYNATRON CITY**  
JVCLucasfilm Games  
1 player  
Basic, boring and cruddy all round.  
37% £40 (Issue 12)

**DIE HARD** Activision  
1 player  
Looks tatty, but there's a neat game inside. Realistic and engrossing.  
78% £35 (Issue 7)

**DIGGER T. ROCK – THE LEGEND OF THE LOST CITY**  
Milton Bradley/Rare  
1 player  
Colourful graphics and slick animation, but it's deathly dull.  
58% £35 (Issue 1)

**DISNEY'S ADVENTURES**  
Capcom  
1 player  
A collection of five badly done sub-games. Basic and full of glitches.  
44% £45 (Issue 10)

**DIZZY** Code Masters  
1 player  
Massive, good-looking arcade adventure. Lots of variety, lots of challenge.  
90% £30 (Issue 12)

**DRAGON'S LAIR** Elite  
1 player  
A bit straightforward, but intriguing puzzles and amazing animation.  
83% £35 (Issue 3)

**DONKEY KONG** Nintendo  
1 player  
Two ancient platform games which are showing their age a bit now.  
40% £25 (Issue 5)

**DOUBLE DRAGON II**  
Acclaim  
1-2 players  
More dull beat 'em up 'action' from the duff Double Dragon team.  
43% £40 (Issue 14)

**DOUBLE DRAGON III**  
Acclaim  
1-2 players  
It's tough, but you'll get bored before you finish it. Seriously repetitive stuff.  
71% £40 (Issue 6)

**DROPZONE** Mindscape  
1 player  
An oldie, but a frantic megablast and ideal for a swift pick up 'n' play.  
90% £40 (Issue 14)

**DUCK HUNT** Nintendo  
1 player  
A mildly entertaining Zapper game. Okay if it's free with the Action Set.  
43% £30 (Issue 4)

**DUCK TALES** Capcom  
1 player  
Unoriginal but playable, with good animation and groovy characters.  
69% £45 (Issue 2)

**DYNABLASTER**  
Hudson Soft  
1-2 players  
Probably the best multi-player game ever invented – simply unmissable!  
90% £40 (Issue 13)

**ELITE** Imagineer  
1 player  
This shooting explore 'em up is old but ace. Huge, absorbing and tough.  
96% £40 (Issue 11)

**FAXANADU** Nintendo  
1 player  
Zelda-type adventure full of little puzzles. Great to look at and play.  
88% £23 (Issue 13)

**F-15 STRIKE EAGLE**  
Microprose  
1-2 players  
An above-average flight sim, but the graphics and sound are unspectacular.  
56% £35 (Issue 9)

**FERRARI GRAND PRIX CHALLENGE** Acclaim  
1 player  
Some nice ideas, but the awkward controls make it too unplayable.  
61% £40 (Issue 9)

**THE FLINTSTONES** Taito  
1 player  
Lovely graphics, but bad collision detection makes it too frustrating.  
46% £45 (Issue 10)

**GALAXY 5000** Activision  
1-2 players  
Futuristic race and blast 'em up which is absorbing but too hard to control.  
52% £30 (Issue 7)

**GAUNTLET II** Mindscape  
1-4 players  
Smooth scrolling and over 100 levels. An almost perfect arcade conversion.  
88% £25 (Issue 1)

**GEORGE FOREMAN'S KO BOXING** Sunsoft  
1 player  
Looks old and doesn't have enough oomph to compete. Very basic stuff.  
51% £35 (Issue 15)

**GHOSTBUSTERS II**  
HAL Laboratory Inc.  
1 player  
Some decent graphics and varied opponents, but it's far too easy.  
53% £35 (Issue 5)

**GOAL!** Jaleco  
1-2 players  
Lousy graphics, confusing gameplay and slow action. Very unrealistic.  
39% £40 (Issue 1)

**GREMLINS II**  
Sunsoft  
1 player  
Challenging platform shoot 'em up. Graphics are great, gameplay less so.  
73% £50 (Issue 5)

**GUMSHOE** Nintendo  
1 player  
More like a Mario game than a Zapper one. Fun, but a bit too weird.  
75% £30 (Issue 4)

**HAMMERIN' HARRY**  
Irem  
1 player  
Looks nice and plays well but is unoriginal and far too easy.  
58% £35 (Issue 14)

**HOGAN'S ALLEY**  
Nintendo  
1 player  
Point 'n' shoot action which is fairly entertaining but lacks variety.  
64% £30 (Issue 4)

**HOOK** Ocean  
1-2 player  
A neat movie licence, with sweet gameplay and bright, clear graphics.  
84% £45 (Issue 6)

**HUNT FOR RED OCTOBER**  
Hi-Tech Expressions  
1 player  
This waterlogged shoot 'em up gives you lots of weapons, but it's too slow.  
31% £43 (Issue 7)

**ISOLATED WARRIOR**  
Nintendo/Vap Inc.  
1 player  
This 3D-ish shooter is fast, furious fun, although the levels drag on a bit.  
72% £35 (Issue 1)

**IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD**  
Nintendo/Trade West  
1-4 players  
This dirt-track racer is far too easy, but is still great fun with friends.  
54% £30 (Issue 1)

**JACK NICKLAUS GOLF**  
Konami  
1-4 players  
Detailed views and loads of features, but too inaccurate. Good but flawed.  
57% £35 (Issue 4)

**KABUKI QUANTUM FIGHTER**  
Nintendo  
1 player  
Nifty graphics, but the levels are badly designed and it's all rather average.  
71% £20 (Issue 13)

**KICKLE CUBICLE**  
Nintendo/Irem  
1 player  
This novel puzzler has great graphics and sound but it's a bit easy.  
62% £13 (Issue 4)

**KICK OFF** Anco  
1-2 players  
Playable, challenging and fast, this really is a remarkable game.  
93% £36 (Issue 4)

**KONAMI HYPER SOCCER**  
Konami  
1-2 players  
Fast and exciting, with good two-player controls, but can be a bit easy.  
83% £35 (Issue 6)

**LEMMINGS** Ocean  
1 player  
The world's most sadistic puzzler hits the NES, and it's as addictive as ever.  
85% £43 (Issue 11)

**LITTLE NEMO** Capcom  
1-2 players  
This fun cartoony arcade adventure may be cute, but it's as hard as nails!  
77% £35 (Issue 8)

**LOW G MAN**  
Nintendo/Taxan Group  
1 player  
Huge, playable and ingenious, with vast levels and beautiful graphics.  
94% £20 (Issue 2)

**MANIAC MANSION**  
Jaleco/Lucasfilm Games  
1 player  
Fun graphics and ingenious puzzles make this a playable adventure.  
83% £55 (Issue 3)

**MARBLE MADNESS**  
Milton Bradley/Rare  
1-2 players  
An excellent graphic conversion, but with only six levels it's too easy.  
56% £40 (Issue 2)

**MARIO AND YOSHI**  
Sunsoft  
1 player  
A decent enough puzzler, but it lacks that all-important addictive edge.  
66% £40 (Issue 15)

**MAXIVISION 15**  
Maxivision  
1-2 players  
What a load of rubbish! There are 15 games here, and they're all crap.  
27% £60 (Issue 10)

**MCDONALDLAND** Ocean  
1 player  
Not a particularly original platformer, but looks okay and is rather playable.  
77% £40 (Issue 13)

**MEGA MAN** Capcom  
1 player  
An extremely tough platform shooter, with no password system. Beware!  
68% £35 (Issue 6)

**MEGA MAN 2** Capcom  
1 player  
This waterlogged shoot 'em up gives you lots of weapons, but it's too slow.  
31% £45 (Issue 6)

**MEGA MAN 3**  
Nintendo/Capcom  
1 player  
The best of the lot – tough gameplay, smooth graphics and lots of baddies.  
87% £40 (Issue 10)

**MICRO MACHINES**  
Code Masters/Hornby  
1-2 players  
This mini racer's fast and fun, with realistic gameplay and brilliant handling.  
92% £33 (Issue 9)

**MISSION IMPOSSIBLE**  
Palcom  
1 player  
There's lots of fun to be had with this spy sim if you persevere.  
79% £35 (Issue 4)

**MONSTER IN MY POCKET**  
Konami  
1-2 players  
It's got the looks, it's got the game-play but where's the challenge?  
69% £30 (Issue 1)

**NES OPEN GOLF**  
Nintendo  
1-2 players  
Doesn't break any new ground, but manages to be both fun and realistic.  
86% £35 (Issue 10)

**NEW ZEALAND STORY**  
Ocean  
1-2 players  
A stunning arcade conversion from Ocean. Blinkin' fab!  
93% £40 (Issue 5)

**NORTH AND SOUTH**  
Infogrames  
1-2 players  
Patchy graphics, but this Civil War game is enjoyable and varied.  
74% £45 (Issue 12)

**OPERATION WOLF** Taito  
1 player  
A crap lightgun game which is irritating as well as boring.  
36% £30 (Issue 10)

**PAPERBOY 2** Mindscape  
1 player  
Unoriginal, uncontrollable and badly programmed. Oh, and boring.  
50% £40 (Issue 14)

**PARASOL STARS**  
Ocean  
1 player  
Cute, addictive and tough, this great platformer will soon get you hooked.  
91% £30 (Issue 13)



**POWER BLADE** Taito 1 player  
Rip-roaring sound effects and impressive  
beasties, but it's a bit of a doddle.  
49% £25 (Issue 2)

**PRINCE OF PERSIA** Sunsoft 1 player  
Shoddy, animation and awkward  
control. Looks very dated now.  
81% £40 (Issue 1)

**PRINCE VALIANT** Ocean 1 player  
Mildly engaging for a while, but ultimately  
too primitive and awkward.  
59% £35 (Issue 14)

**PROBOTECTOR** Konami 1-2 players  
The NES version of the classic Contra.  
A frantic and challenging shooter.  
85% £23 (Issue 4)

**PROBOTECTOR II** Konami 1-2 players  
A superb shoot 'em up which is tough,  
action-packed and terrific-looking.  
91% £45 (Issue 14)

**PUNCH OUT** Nintendo 1 player  
One of the better NES boxing sims,  
but too basic and simple.  
74% £30 (Issue 11)

**RAD GRAVITY** Activision 1 player  
Looks a bit drab, but it's an intriguing  
platformer with loads of variety.  
74% £35 (Issue 14)

**RAD RACER** Bandai 1 player  
Not bad, but spoiled by average  
graphics and repetitive gameplay.  
66% £30 (Issue 9)

**RAINBOW ISLANDS** Ocean 1-2 players  
Near-perfect gameplay and brilliantly  
judged difficulty. Wonderful stuff!  
92% £40 (Issue 5)

**RESCUE - THE EMBASSY** Kemco 1 player  
Sniping, abseiling and lots of tip-  
toeing, but boy, is it dull.  
48% £30 (Issue 5)

**RC PRO-AM** Nintendo/Rare 1 player  
A weird game which plays really well  
but the gameplay lacks depth.  
62% £35 (Issue 15)

**ROAD FIGHTER** Palcom/Konami 1 player  
Addictive and fun, but looks awful  
and is far too primitive.  
44% £30 (Issue 6)

**ROBIN HOOD** Virgin 1 player  
An RPG-type explore 'em up with  
minor puzzles and major flicker.  
63% £40 (Issue 14)

**ROBOCOP** Ocean 1 player  
A fun stomp-and-blast 'em up, but it's  
too easy and lacks longevity.  
66% £40 (Issue 2)

**ROBOCOP 2** Ocean 1 player  
A brilliant platform shooter, but with  
infinite continues it's far too easy.  
79% £40 (Issue 10)

**ROBOCOP 3** Ocean 1 player  
A tough but intelligent game - brute  
force is not a good tactic here!  
88% £40 (Issue 13)

**ROLLER GAMES** Konami 1 player  
A good mixture of jumping and  
punching. Not brilliant, but fun.  
72% £40 (Issue 2)

**SHADOWGATE** Kemco 1 player  
Taxing puzzles and plenty of places to  
visit. Pity you keep dying.  
74% £25 (Issue 2)

**SHADOW WARRIORS** Tecmo 1 player  
Huge levels and varied graphics, but  
frustrating and awkward to control.  
47% £25 (Issue 3)

**THE SIMPSONS - BART VS THE SPACE MUTANTS** Acclaim 1 player  
Lots of humour, but it's tough and  
there are no passwords. Pros only.  
81% £40 (Issue 1)

**SKATE OR DIE** Palcom/Konami 1-2 players  
This has five sub-games, but none is  
very good and some really stink.  
52% £35 (Issue 1)

**SKI OR DIE** Palcom/Konami 1-2 players  
Just like Skate Or Die - with more  
white in it. Incredibly dull.  
53% £40 (Issue 2)

**SNAKE, RATTLE 'N' ROLL** Nintendo/Rare 1-2 players  
A cracking 3D scrolling collect 'em up.  
Pretty graphics and two-player action.  
90% £30 (Issue 1)

**SNAKE'S REVENGE** Konami 1 player  
Quite fun to begin with but gets  
mighty dull after a while.  
44% £35 (Issue 6)

**SMASH T.V.** Acclaim 1-4 players  
Lots of baddies make this a frantic  
blaster, but it's a bit too repetitive.  
82% £40 (Issue 3)

**SOLAR JETMAN - HUNT FOR THE GOLDEN WARSHIP** Nintendo/Rare 1 player  
With a massive task, this shooting  
explore 'em up is one of the best.  
92% £20 (Issue 1)

**SOLSTICE** Nintendo/Software Creations 1 player  
Gob-smacking graphics make this vast  
3D adventure well worthwhile.  
90% £20 (Issue 1)

**SPIDER-MAN-RETURN OF THE SINISTER SIX** Nintendo 1 player  
Not very fast, frantic or, er, thrilling.  
There are loads of better platformers.  
67% £35 (Issue 15)

**STAR WARS** JVC/Lucasfilm Games 1 player  
A platform shooter with wonderful  
graphics and superb playability.  
88% £45 (Issue 3)

**STREET GANGS** Infogrames 1 player  
An odd-looking and unspectacular  
beat 'em up with a few good touches.  
61% £40 (Issue 12)

**SUPER MARIO BROS. 2** Nintendo 1 player  
More varied than the first Super  
Mario game but not as good as SM3.  
79% £40 (Issue 5)

**SUPER MARIO BROS. 3** Nintendo 1-2 players  
The most stunning platform game  
your NES will ever see - it's gorgeous!  
98% £40 (Issue 1)

**SWORDS & SERPENTS** Acclaim 1-4 players  
Bland scenery, but the animation and  
adventure action make up for it.  
82% £20 (Issue 2)

**SWORD MASTER** Activision 1 player  
Probably the most boring NES game  
ever. Simplistic, repetitive gameplay.  
22% £40 (Issue 7)

**TALESPIN** Capcom 1 player  
Cute 'n' colourful graphics, but it's too  
fiddly and frustrating.  
59% £45 (Issue 14)

**TERMINATOR 2** LIN Ltd 1 player  
A spiffy little game-of-the-film. Good  
platform beat 'em up action.  
74% £40 (Issue 3)

**TIME LORD** Milton Bradley/Rare 1 player  
Five levels of puzzle-solving, time-  
travelling tedium. Blinkin' awful.  
43% £35 (Issue 1)

**TINY TOON ADVENTURES** Konami 1 player  
A brilliant conversion which is even  
more fun than watching the cartoons.  
88% £40 (Issue 9)

**TO THE EARTH** Nintendo 1 player  
A proper 3D shoot 'em up, but with a  
Zapper. The best Zapper game out.  
82% £30 (Issue 4)

**TOM AND JERRY** Hi-Tech Expression 1 player  
Looks great and not particularly  
inspired platformer.  
67% £43 (Issue 11)

**TOP GUN** Konami 1 player  
Not a techy flight sim but a simplistic  
shoot 'em up. Fun, but not for long.  
69% £40 (Issue 14)

**TOP GUN - THE SECOND MISSION** Konami 1-2 players  
Amazingly fast visuals, but it's too  
hard to be much fun.  
66% £40 (Issue 1)

**TRACK AND FIELD II** Konami 1-2 players  
Another complex button-bashing  
sports sim. For fans of the genre only.  
54% £35 (Issue 9)

**TROG** Acclaim 1-2 players  
Looks great And plays well, but not  
difficult enough. Short-term fun only.  
67% £30 (Issue 3)

**TURBO RACING** Data East 1-4 players  
Nice-looking and smooth-playing - A  
bit simple, but it'll last a while.  
81% £30 (Issue 9)

**TURTLES 2** Konami 1-2 player  
Lots of action and a few nice touches,  
but too repetitive and slow-paced.  
66% £45 (Issue 6)

**TURRICAN** Imagineer 1 player  
Platforms, guns, nasties - Turrican's  
got 'em all, but it's very average stuff.  
77% £42 (Issue 14)

**ULTIMATE AIR COMBAT** Activision 1 player  
The best NES flight sim yet. This will  
test even the toughest gamers.  
82% £35 (Issue 15)

**WIZARDS AND WARRIORS III** Acclaim 1 player  
A bit dull to start with, but quickly  
becomes intriguing and very playable.  
76% £40 (Issue 7)

**WWF WRESTLE MANIA CHALLENGE** LJN Ltd/Rare 1-2 players  
Under the surface this game's a real  
lightweight, even for fans.  
30% £35 (Issue 6)

**WRATH OF THE BLACK MANTA** Taito 1 player  
Good graphics, but it's unplayable.  
The hero dies every few seconds.  
42% £23 (Issue 13)

**THE LEGEND OF ZELDA** Nintendo 1 player  
The quest is vast but doable, and the  
task holds your interest. A classic!  
78% £40 (Issue 2)

**ZELDA 2 - THE ADVENTURE OF LINK** Nintendo 1 player  
Graphics could be better, but there's  
plenty of action and tantalising clues.  
82% £40 (Issue 2)

# GAME BOY

**ADDAMS FAMILY** Ocean 1 player  
A tough challenge, but it's all a bit  
plain. More pukey than ooky.  
52% £20 (Issue 7)

**ADVENTURE ISLAND** Hudson Soft 1 player  
Loads of levels and smooth, clear  
graphics. Lame gameplay, though.  
56% £22 (Issue 9)

**THE ADVENTURES OF ROCKY AND BULLWINKLE** TaHQ 1 player  
One of the naifest platform collect  
'em ups ever to hit the Game Boy.  
39% £22 (Issue 13)

**ASTEROIDS** Accolade 1-2 players  
The simple but compulsive blaster of  
old just isn't the same on the GB.  
55% £20 (Issue 5)

**THE AMAZING SPIDER-MAN** Sunsoft 1 player  
Lots of web-throwing and beat 'em  
up sequences make this fun.  
68% £20 (Issue 3)

**BALLOON KID** Sunsoft 1 player  
A cutesy little adventure providing  
excellent hazard-dodging fun.  
76% £25 (Issue 3)

**BART SIMPSON'S ESCAPE FROM CAMP DEADLY** Acclaim 1 player  
Nicely structured gameplay and heaps  
of challenge. Wow!  
92% £22 (Issue 4)

**BART VS THE JUGGERNAUTS** Acclaim 1 player  
Mildly entertaining at first but then  
utterly frustrating. Sloppily done.  
45% £22 (Issue 12)

**BATMAN** Sunsoft 1 player  
A tricky little platform shoot 'em up.  
Small graphics but speedy action.  
80% £25 (Issue 1)

**BATMAN - RETURN OF THE JOKER** Sunsoft 1 player  
Glorious graphics, fab sounds and five  
exceedingly tough levels.  
86% £23 (Issue 10)

**BATTLESHIPS** Mindscape 1 player  
The Game Boy version of the pen-and-  
paper game. Boring and pointless.  
23% £25 (Issue 14)

**BATTLETOADS** Trade West 1 player  
Heaps of variety makes this a real  
treat for Game Boy arcade fans.  
90% £20 (Issue 11)

**BILL AND TED'S EXCELLENT GAME BOY ADVENTURE** Sunsoft 1 player  
Rush down to your local Circle-K and  
buy this most bodacious cart now!  
91% £20 (Issue 3)

**BLADES OF STEEL** Palcom 1-2 players  
Disappointing version of a great  
game. Not really designed for the GB.  
60% £20 (Issue 6)

**BLUES BROTHERS** Titus 1 player  
A tough platformer with slow  
graphics but big and varied levels.  
74% £23 (Issue 10)

**BOULDER DASH** Sunsoft 1 player  
Superb graphics and lots of tough  
screens keep this interesting.  
89% £25 (Issue 3)

**BOMB JACK** Infogrames 1 player  
Maybe not fancy enough for some  
tastes, but still great fun.  
84% £25 (Issue 12)

**BOXBLE** FCI/Pony Canyon 1 player  
Looks simple, but the 108 puzzling  
levels just get harder and harder.  
69% £20 (Issue 9)

**BOXBLE 2** FCI/Pony Canyon 1 player  
Simple but engrossing. You won't find  
more refined puzzle-solving than this.  
79% £25 (Issue 10)

**BRAIN BENDER** Electro Brain 1 player  
A fun and fiendish puzzler with a  
challenge that'll last for ever!  
77% £25 (Issue 11)

**BUBBLE BOBBLE** Taito 1 player  
Terrifically addictive platform action.  
Passcodes make it too easy, though.  
68% £20 (Issue 6)

**BUBBLE GHOST** FCI/Pony Canyon 1 player  
Blowing a bubble around a house  
could have been fun. Sadly, it ain't.  
22% £20 (Issue 8)

**BUGS BUNNY** Kemco 1 player  
This game has 80 levels, but sadly  
they're all much the same.  
43% £20 (Issue 1)

**BURAI FIGHTER** Nintendo 1-2 players  
A beautifully structured eight-way  
scrolling shoot 'em up which will last.  
84% £20 (Issue 4)

**BURGER TIME DELUXE** Data East 1-2 players  
Maybe a bit too simplistic, but still an  
addictive, if odd, platformer.  
71% £20 (Issue 8)

**CASTELIAN** The Sales Curve 1 player  
Simple, frustrating and addictive, but  
could annoy rather than enthrall.  
75% £25 (Issue 8)

**CASTLEVANIA ADVENTURE** Konami 1 player  
Lovely animation and detailed back-  
drops make this a real treat.  
89% £23 (Issue 1)

**CASTLEVANIA II** Konami 1 player  
Massive levels and fewer gripes than  
the above. A really classy game.  
90% £20 (Issue 5)

**CAESAR'S PALACE** Ocean 1 player  
None of the five gambling games  
here requires enough skill to last.  
60% £20 (Issue 6)

**CENTPEDE** Accolade 1-2 players  
Basic, but tough and addictive. Fun to  
zap away at now and again.  
68% £23 (Issue 5)

**CHOPLIFTER II** JVC 1 player  
Graphics are unimpressive, but it's an  
involved game with lots of challenge.  
80% £23 (Issue 6)

**THE CHESS MASTER** Software Toolworks 1-2 players  
Snap this up if you can still find it - it's  
the only chess game you'll ever need!  
90% £22 (Issue 1)

**DAEDALIAN OPUS** Nintendo 1 player  
Challenging, but not exciting enough  
if you're not into puzzles.  
45% £20 (Issue 5)

**DAYS OF THUNDER** Mindscape 1 player  
Smooth(sh) vector graphics but sadly  
it ain't that fast. For racing fans only.  
73% £20 (Issue 4)

**DOUBLE DRAGON 2** Acclaim 1-2 players  
Slick enough to keep you amused if  
you want yet another beat 'em up.  
77% £20 (Issue 4)

**DRAGON'S LAIR** Elite 1 player  
Some of the best Game Boy graphics  
you'll ever see. Hard but playable.  
79% £23 (Issue 3)

**DR FRANKEN** Elite 1 player  
Beautiful platform adventure with  
detailed graphics. Flippin' brilliant.  
91% £23 (Issue 5)

**DR MARIO** Nintendo 1-2 players  
Forget the Mario connection - after a  
while this gets pretty dull.  
64% £17 (Issue 1)

**DROPZONE** Hudson Soft 1-2 players  
Loses summat on the 'Boy, but still a  
stiff challenge for shootin' freaks.  
79% £25 (Issue 15)

**DUCK TALES** Nintendo 1 player  
A snazzy little collect 'em up with a  
tough challenge and good control.  
78% £20 (Issue 2)

**DYNABLAST** Hudson Soft 1-2 players  
With four games in one cart this  
offers terrific value for money.  
93% £25 (Issue 2)

**F-1 RACE** Nintendo 1-4 players  
Loads of courses, four-player link-up  
and fast graphics make this a corker.  
88% £25 (Issue 1)

**F-15 STRIKE EAGLE** Hudson Soft 1 player  
Frantic seat-of-the-pants combat, but  
not enough depth or variety.  
78% £25 (Issue 15)

**FACEBALL 2000** Bullet Proof Software 1-4 players  
Graphics you could frame and  
addiction you could bottle. Essential!  
93% £23 (Issue 5)

**SOLAR JETMAN** Nintendo/Rare 1 player  
Toddle around the universe,  
collecting bits of the Golden  
Warship. Great fun!



92% (Issue 1)

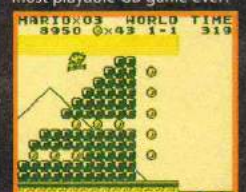
**SNAKE, RATTLE 'N' ROLL** Nintendo/Rare 1-2 players  
Take control of a pair of  
celebrity worms and squirm  
around a fab 3D landscape.



90% (Issue 1)

## Recall Top Ten - the best of GB

**SUPER MARIO LAND** Nintendo 1 player  
It had to be number one,  
didn't it? The best-designed,  
most playable GB game ever!

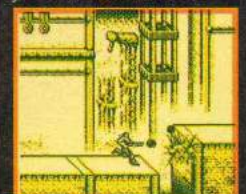


94% (Issue 1)

**TENNIS** Nintendo 1-2 players  
What a racquet! This is easily  
the best sports sim available  
on the Game Boy.

95% (Issue 1)

**PROBOTECTOR** Konami 1 player  
Don't even think of buying  
another shoot 'em up until  
you've checked this out!



92% (Issue 8)

**DYNABLAST** Nintendo 1-2 players  
Kapow! This is a game  
involving running around a  
maze dropping bombs, and  
it's brilliant!

93% (Issue 2)

**NEMESIS** Konami 1 player  
Call it what you will - this is  
one classy shooter, with heaps  
of blasting action.

92% (Issue 12)

## TOTAL's top ten weirdos!

Why play your Game Boy  
in the comfort of an  
armchair when playing in  
a weird place earns you  
so much more street  
cred? Here's a top ten of  
Weird Places I've Played  
My Game Boy entries.  
Keep those photos  
flooding in - even if we  
don't print them, we can  
still have a good laugh  
!

1 Neatly packed away in

a suitcase  
2 A.Green, Wakefield.  
3 Knee-deep in a treach-  
erous river.  
4 Dyer, Er... TOTAL  
5 Up some scaffolding,  
overlooking Big Ben.  
6 C. Henry, Woolwich  
7 Modelling the latest  
fashion in bins.  
8 A. Crawford, Cheadle.  
9 Hanging out to dry on  
a climbing frame.  
10 G. Chapell, Essex  
11 Exploring a world

beneath the floorboards.  
D. Smith, Burnage.  
7 Held captive on board  
a French submarine.  
C. Devlin, Hamilton.  
8 Chillin' out on top of  
cupboards in pyjamas.  
P. Chapell, Essex.  
9 Locked in mortal  
combat with a rabbit.  
M. Kendall, Hampshire.  
10 Banished to the roof  
of Future Publishing.  
S. Jarratt, TOTAL. (Best  
place for him! - Jim.)



**PARASOL STARS** Ocean  
1 player £25  
An umbrella, stuff to collect and bags of cuteness – what more could you ask for?  
92% (Issue 11)

**BART SIMPSON'S ESCAPE FROM CAMP DEADLY** Acclaim  
1 player £25  
This game really is deadly! The challenge keeps going until you're begging for mercy.



92% (Issue 4)

**FACEBALL 2000** Bullet Proof Software  
1-4 players £25  
Whoever said that the day of the maze has been and gone – hadn't seen this.



93% (Issue 5)

**SOLOMON'S CLUB** Tecmo  
1 player £25  
A buildy-blocky-blowy-up sort of puzzler which is fun and tremendously addictive.  
93% (Issue 7)

**NEMESIS 2** Konami  
1 player £25  
This is easily the most awesome shoot 'em up available on the Game Boy.  
91% (Issue 3)

## Recall Top Ten – the best of SNES

**DRAGON'S LAIR** Elite  
1-2 players £45  
Don't be put off by the old arcade game – this version is big, tough and addictive.



93% (Issue 10)

**SUPER TENNIS** Nintendo  
1-2 players £40  
Nintendo really got it right when they produced this spiffing sports sim. It's got loads of moves and it's brilliant.



96% (Issue 5)

**FERRARI GRAND PRIX CHALLENGE** Acclaim  
1 player  
This has all the usual racing stuff but doesn't offer anything new.  
63% £20 (Issue 11)

**FOOTBALL INTERNATIONAL** Bandai  
1-2 players  
A bit second-division. With only one player it gets dull quickly.  
70% £25 (Issue 8)

**FORTIFIED ZONE** Jaleco  
1 player  
With only four short levels this mazy blaster won't entertain for long.  
68% £25 (Issue 4)

**FORTRESS OF FEAR** Acclaim/Rare  
1 player  
A platform collect 'em up with good gameplay but no passwords.  
84% £20 (Issue 2)

**GARGOYLE'S QUEST** Sunsoft  
1 player  
Variety, challenge and good looks. This needs brainpower and reflexes.  
76% £25 (Issue 3)

**GAUNTLET 2** Mindscape  
1-2 players  
A faithful conversion, but it's a bit of a pain on the small screen.  
41% £20 (Issue 3)

**GEORGE FOREMAN'S KO BOXING** Acclaim  
1 player  
What can we say? Er... 'Don't buy it!'  
20% £20 (Issue 14)

**GHOSTBUSTERS 2** Activision/HAL Laboratory  
1 player  
Slick gameplay, and controlling two characters at once makes it different.  
85% £20 (Issue 4)

**GOLF** Nintendo  
1-2 players  
Everything you could ask for is here, including two-player link and battery.  
92% £20 (Issue 1)

**GREMLINS 2** Sunsoft  
1 player  
Great graphics and fun gameplay. Tough but well worth the aggro.  
82% £20 (Issue 2)

**HAL WRESTLING** HAL America  
1-2 players  
A truly crap wrestling game. You can't even tell the players apart.  
27% £20 (Issue 10)

**HARMONY** Accolade  
1 player  
A tough game, with original puzzling gameplay. Maybe a bit too hard.  
69% £20 (Issue 11)

**HIT THE ICE** Taito  
1 player  
At first this ice hockey sim seems okay, but after a while it's deathly dull.  
50% £25 (Issue 13)

**HOME ALONE** T\*HQ  
1 player  
Wander around an empty house and bash a burglar every half hour. Dull.  
38% £20 (Issue 4)

**HOME ALONE 2** T\*HQ  
1 player  
Slightly better than the SNES game, but far too easy. Hardly a 'must buy'.  
57% £23 (Issue 13)

**HOOK** Ocean  
1-2 players  
Fast, smooth graphics and excellent gameplay. Lots of fun.  
88% £20 (Issue 7)

**HUDSON HAWK** Sony Imagesoft  
1 player  
Looks nice, but the boring gameplay won't last for more than an hour.  
35% £19 (Issue 10)

**HUNT FOR RED OCTOBER** High Tech Expressions  
1-2 players  
Loads of levels, but they're all very similar. Little resemblance to the film.  
40% £22 (Issue 5)

**HYPER LODE RUNNER** Nintendo  
1-2 players  
A classically simple platform game. Sad graphics, but huge playability.  
84% £23 (Issue 2)

**ISHIDO** Nexoft  
1-2 players  
Fun to begin with, but not enough variety to last for long.  
68% £20 (Issue 5)

**JOE N MAC** Elite  
1 player  
If you're after some raw challenge this little monster will keep you going.  
75% £20 (Issue 14)

**JORDAN VS BIRD** EA  
1 player  
A three-in-one basketball sim which is sometimes annoying but usually fun.  
71% £20 (Issue 11)

**KID ICARUS** Nintendo  
1 player  
An engaging little platformer, but it's all a bit samey. You'll soon get bored.  
68% £19 (Issue 11)

**KILLER TOMATOES** T\*HQ Inc.  
1 player  
A silly scenario but quite a fab game. Big levels and oodles of action.  
79% £20 (Issue 9)

**KING OF THE ZOO** Nintendo  
1-2 players  
Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.  
79% £25 (Issue 1)

**KIRBY'S DREAMLAND** Hal Labs  
1 player  
An original idea, and it looks pretty, but it's far too easy. Shame.  
39% £20 (Issue 12)

**KRUSTY'S FUN HOUSE** Acclaim  
1 player  
A puzzler with simple design but tons of gameplay. Playable and well done.  
84% £25 (Issue 13)

**KWIRK** Acclaim  
1-2 players  
Fiendishly hard puzzler, but so playable you'll be battling for ages.  
78% £20 (Issue 1)

**LEMMINGS** Ocean  
1 player  
The graphics are a bit dodgy but this is still as fun and addictive as ever.  
90% £25 (Issue 14)

**LOONEY TUNES** Sunsoft  
1 player  
Annoying scrolling levels, but brilliant animation and great action.  
80% £22 (Issue 13)

**MCDONALDLAND** Ocean  
1 player  
Fun for a while, but frustrating in the long run and desperately unoriginal.  
66% £25 (Issue 14)

**MARBLE MADNESS** Mindscape  
1-2 players  
Graphically great and very playable, but it's too small and too dated.  
31% £20 (Issue 4)

**MARIO AND YOSHI** Hudson Soft  
1-2 players  
Fantastically simple, but guaranteed to draw you in and not let you go.  
80% £20 (Issue 15)

**MAX** Infogrames  
1 player  
An average platformer with some nice ideas but disappointing graphics.  
57% £25 (Issue 14)

**MERCENARY FORCE** Nintendo  
1 player  
Tough, different but ultimately tedious scrolly lefty-righty game.  
54% £20 (Issue 9)

**METROID 2** Nintendo  
1 player  
Too big and bland, with a severe lack of action, for most gamers to enjoy.  
66% £25 (Issue 8)

**MICKY MOUSE/BUGS BUNNY 2** Kemco/Seika  
1 player  
Prettier and more varied than the first game. Sneakily addictive.  
80% £28 (Issue 13)

**MICKY'S DANGEROUS CHASE** Capcom  
1 player  
A non-eventful, sad excuse for a platformer. Very bland early stages.  
38% £22 (Issue 9)

**MISSILE COMMAND** Accolade  
1-2 players  
Poor control method and lame visuals mean this falls short of the target.  
49% £22 (Issue 7)

**MOTOCROSS MANIACS** Palcom  
1-2 players  
Fast 'n' furious action make this race 'em up totally addictive.  
91% £23 (Issue 7)

**MOUSETRAP HOTEL** Milton Bradley  
1 player  
Platformer with an uncontrollable character and repetitive gameplay.  
47% £20 (Issue 13)

**MR DO** Ocean  
1 player  
High-perfect conversion of the highly addictive and cerebral maze-muncher.  
80% £22 (Issue 10)

**MYSTERIUM** First Star  
1 player  
Adventure-cum-maze game with added shooting which works well.  
79% £30 (Issue 11)

**NAIL 'N' SCALE** Data East  
1 player  
A tedious puzzle game which is more annoying than challenging.  
32% £18 (Issue 10)

**NAVY SEALS** Ocean  
1 player  
Run-along-and-shoot 'em up with good blasting gameplay.  
79% £25 (Issue 2)

**NEMESIS** Konami  
1 player  
If you like classy blasters then add this one to your collection immediately.  
92% £20 (Issue 2)

**NEMESIS 2** Konami  
1 player  
Just as brilliant as its predecessor. Tough but intensely playable.  
93% £25 (Issue 12)

**NINTENDO WORLD CUP** Nintendo  
1-2 players  
More oddball than football. Looks, er, interesting, but lacks excitement.  
64% £20 (Issue 1)

**OTHELLO** Nintendo  
1-2 players  
Wipes the dust off the ancient board game and brings it bang up to date.  
92% £20 (Issue 2)

**PACMAN** Namco  
1-2 players  
Basic gameplay and fiddly control. Definitely showing its age now.  
51% £23 (Issue 7)

**PAPERBOY** Nintendo  
1-2 players  
This game gets a lot of fans – dunno why, it's as dull as the Sunday Times.  
77% £20 (Issue 3)

**PAPERBOY 2** Mindscape  
1 player  
Virtually identical to the first game and just as lame.  
50% £23 (Issue 10)

**PARASOL STARS** Ocean  
1 player  
Don't let the dreamy looks fool you – this arcade's tough and very playable.  
92% £25 (Issue 11)

**PARODIUS** Palcom  
1-2 players  
A standard shooter at heart, but it looks fab and is plenty of fun.  
83% £25 (Issue 10)

**PIT FIGHTER** T\*HQ  
1 player  
This has a massive five opponents and a grand total of three fighters. Hmm.  
56% £23 (Issue 9)

**POPEYE 2** Hudson Soft  
1-2 players  
Honest little platformer with no frills but fast graphics and good gameplay.  
82% £77 (Issue 15)

**POP-UP** Infogrames  
1 player  
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.  
61% £25 (Issue 14)

**PRINCE OF PERSIA** Virgin  
1 player  
Nice-looking but a bit superficial. Still, well-designed and great fun to play.  
83% £23 (Issue 8)

**PRINCE VALIANT** Ocean  
1 player  
An absorbing and playable bash 'em up. Best by far as a head-to-head.  
71% £29 (Issue 14)

**PROBOTECTOR** Konami  
1 player  
Would-be Arnie won't find a better blaster on the Game Boy than this.  
92% £20 (Issue 8)

**PROPHECY** GameTek  
1 player  
Big and varied platform game, but it's too tough and the action's patchy.  
51% £23 (Issue 11)

**THE PUNISHER** EA  
1 player  
Similar to Operation Wolf but too samey and too annoying.  
49% £20 (Issue 14)

**Q\*BERT** Jaleco  
1 player  
Just another platform puzzler, but the gameplay is timeless and addictive.  
80% £19 (Issue 7)

**QIX** Nintendo  
1-2 players  
Guide a ship around, filling it up as you go. Weird but worth a look.  
81% £20 (Issue 1)

**RADAR MISSION** Nintendo  
1-2 players  
This is just like that old pen 'n' paper war game, Battleships. Hmm.  
53% £20 (Issue 3)

**THE RESCUE OF PRINCESS BLOSETTE** Nintendo  
1 player  
Same old aimless wandering as the NES version, and just as dull.  
55% £20 (Issue 2)

**REVENGE OF THE 'GATOR** HAL Laboratory Inc.  
1-2 players  
Ace pinball sim with smooth graphics and an arcade's worth of features.  
85% £20 (Issue 1)

**ROBOCOP** Ocean  
1 player  
Entertaining and challenging enough, but too slow to be brilliant.  
74% £20 (Issue 1)

**ROBOCOP 2** Ocean  
1 player  
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.  
86% £22 (Issue 10)

**ROBIN HOOD** Virgin  
1 player  
Great graphics and lots of slashy bits, but if you don't like RPGs forget it.  
74% £25 (Issue 15)

**R-TYPE** Irem  
1 player  
One of the all-time classic shoot 'em ups. Plenty of frantic blasting.  
86% £22 (Issue 1)

**R-TYPE II** Irem  
1 player  
A very smart version, and technically even better than its predecessor.  
68% £25 (Woolworths) (Issue 14)

**SIDE POCKET** Data East  
1-2 players  
This pool game is okay with two players but otherwise disappointing.  
59% £20 (Issue 1)

**SKATE OR DIE (BAD 'N' RAD)** Konami  
1 player  
Sufficiently different from the NES original to make it rather fab.  
76% £20 (Issue 2)

**SNEAKY SNAKES** Tradewest  
1-2 players  
The GB version of NES Snake Rattle 'n' Roll, but it's only 2D and a bit dull.  
58% £20 (Issue 4)

**SNOOPY'S MAGIC SHOW** Kemco  
1-2 players  
With clear, simple graphics, this is great on the move. Too easy, though.  
71% £25 (Issue 7)

**SOCCER MANIA** Sony Imagesoft  
1 player  
A very sad soccer sim, with appalling control and indistinguishable players.  
13% £22 (Issue 11)

**SOLAR STRIKER** Nintendo  
1 player  
A playable top-to-bottom shooter, but let down by crude visuals.  
72% £18 (Issue 1)

**SOLOMON'S CLUB** Tecmo  
1 player  
Stunning puzzle game which will appeal to brainboxes and arcade fans.  
93% £20 (Issue 7)

**SPIDER-MAN II** FCI/Pony Canyon  
1 player  
A playable little platformer, but not really of superhero proportions.  
69% £23 (Issue 9)

**STAR SAVER** Taito  
1 player  
A tedious game with weedy visuals and formulaic gameplay.  
34% £18 (Issue 7)

**STAR TREK** Ultra Games  
1 player  
This has loads of levels and nice graphics but the gameplay's lame.  
56% £20 (Issue 9)

**SUPER HUNCHBACK** Ocean  
1 player  
Brilliantly animated platformer with dreamy gameplay and loads of extras.  
90% £20 (Issue 7)

**SUPER KICK OFF** Anco  
1 player  
Quite simply the best footy game available for the Game Boy.  
77% £25 (Issue 6)

**SWAMP THING** T\*HQ  
1 player  
Poor excuse for a platformer, despite its environmental message.  
21% £22 (Issue 14)

**SUPER MARIO LAND** Nintendo  
1 player  
A cracking play, with all the class of its full-size counterparts.  
94% £20 (Issue 1)

**SUPER MARIO LAND 2** Nintendo  
1 player  
This has all the usual Mario stuff, but it's not really up to scratch.  
70% £25 (Issue 12)

**SUPER OFF ROAD** Tradewest  
1 player  
Even weaker than the SNES game. Slow, uncontrollable and frustrating.  
16% £23 (Issue 13)

**SUPER RC PRO-AM** Nintendo/Rare  
1-4 players  
Great fun for four players but gets tiresome if you're on your own.  
87% £25 (Issue 1)

**TAIL 'GATOR** Natsume  
1 player  
A brilliant little arcade platformer. The levels are varied and it looks ace.  
86% £19 (Issue 11)

**TENNIS** Nintendo  
1-2 players  
Superb control and perfect graphics. You'll never pick up a racquet again!  
95% £19 (Issue 1)

**T2 - THE ARCADE GAME** LIN  
1 player  
If you can ignore the samey, you'll love this action-packed mayhem.  
71% £25 (Issue 13)

**TERMINATOR 2** Acclaim  
1-2 players  
A neat game with spiffy graphics and all the best bits from the film.  
80% £23 (Issue 3)

**TINY TOON ADVENTURES** Konami  
1 player  
Some of the cutest graphics you'll ever see. A very playable platformer.  
89% £23 (Issue 9)

**TIP OFF** Imagineer  
1 player  
A basketball sim which isn't that original but does the job nicely.  
78% £25 (Issue 13)

# Shop attack!

If you're playing Nintendo, you could fall victim to the GOTCHA Squad!

**'Flasher' Beaven strikes again! Look out - he could be lurking with his trusty Instamatic in an arcade or games shop near you!**

**This month's victim: Shelton Newson Swindon**

Shelton practises looking cool in front of the camera for his next film role



## TOP GUN - GUTS AND GLORY

Konami 1 player  
Easy to learn and loads of missions, but the air combat is substandard.  
60% £25 (Issue 15)

**TRACK MEET** Interplay 1 player  
Well-designed athletics sim which has nothing new to offer but is still fun.  
64% £20 (Issue 10)

**TRAX** HAL Labs 1 player  
A blaster with almost no action. Sad.  
32% £22 (Issue 10)

**TURN AND BURN** Absolute Entertainment 1 player  
A feature-packed, realistic flight sim, with clean and detailed graphics.  
80% £24 (Issue 15)

**TURRICAN** Accolade 1 player  
Massive and very challenging shoot 'em up. Almost as slick as the NES.  
79% £20 (Issue 14)

**TURTLES (FALL OF THE FOOT CLAN)** Konami 1 player  
A great beat 'em up, especially if you're a Turtles fan.  
91% £23 (Issue 1)

**TURTLES 2 (BACK FROM THE SEWERS)** Konami 1 player  
A fine sequel to the first game, with more variety and a tougher mission.  
84% £23 (Issue 7)

**WORLD CIRCUIT SERIES** Konami 1-4 players  
A good, playable racing sim. The F1 tracks are fiendishly hard.  
75% (Issue 9)

**ULTIMA FCI/Pony Canyon** 1 player  
It's a bit too easy to die, but this is a huge RPG which you'll want to finish.  
84% £26 (Issue 12)

**WWF SUPERSTARS** LJN 1-2 players  
Beautiful graphics and heaps of neat moves, but it's far too easy.  
49% £25 (Issue 4)

**WWF SUPERSTARS II** LJN 1 player  
This has nothing new to offer and is ridiculously uncontrollable.  
44% £23 (Issue 11)

**XENON 2** Mindscape 1 player  
A polished conversion of a classic shooter, but it's looking dated now.  
69% £23 (Issue 13)

## SUPER NES

**ACTRAISER ENIX** 1 player  
An arcade slash 'em up with lovely graphics and loads of atmosphere.  
91% £40 (Issue 12)

**THE ADDAMS FAMILY** Ocean 1 player  
Slick arcade adventure which is good-looking and a hell of a challenge.  
70% £40 (Issue 8)

**ANOTHER WORLD** Interplay 1 player  
Technically stunning and potentially a classic, but it's too easy.  
74% £43 (Issue 12)

**AMAZING TENNIS** Absolute Entertainment 1-2 players  
Ridiculously poor tennis sim that is simply unplayable. A real dodo.  
33% £43 (Issue 15)

**AXELAY** Konami 1 player  
The prettiest alien-blaster ever, but the gameplay's too patchy.  
81% £45 (Issue 11)

**BATTLE BLAZE** Sammy 1 player  
A second-division slugger which looks good but isn't varied enough.  
59% £45 (Issue 8)

**BATTLE CLASH** Nintendo 1 player  
A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.  
28% £35 (Issue 12)

**BART'S NIGHTMARE** Acclaim 1 player  
This looks good and is fairly varied but the gameplay is all over the place.  
53% £43 (Issue 12)

**BLAZEON** Atlas 1 player  
A sad sideways blaster with a lack of aliens and shuddery scrolling.  
59% £45 (Issue 10)

**BLAZING SKIES** Namco 1 player  
Random gameplay, shabby graphics and no atmosphere. Dreadful.  
42% £45 (Issue 12)

**CASTLEVANIA IV** Konami 1 player  
A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.  
74% £40 (Issue 7)

**CHUCK ROCK** Sony Imagesoft 1 player  
A very basic platformer. It's pretty, but the gameplay's too simplistic.  
61% £45 (Issue 14)

**DARIUS TWIN** Taito 1 player  
A shooter which can be both action-packed and seriously repetitive.  
62% £45 (Issue 14)

**DESERT STRIKE** E.A. 1 player  
An excellent shoot 'em up with a great mix of shooting and strategy.  
88% £43 (Issue 13)

**DINOSAURS** IREM 1 player  
Big, pretty and playable enough, but it's all pretty standard stuff.  
55% £45 (Issue 11)

**D-FORCE** Asmik 1 player  
This vertical scroller looks basic, but it might keep you amused for a while.  
67% £45 (Issue 10)

**DRAGON'S LAIR** Elite 1-2 players  
Probably the most tortuous and atmospheric SNES game you'll ever play.  
64% £45 (Issue 10)

**DRAXKHEN** Infogrames 1 player  
An RPG which gives you four characters to control but is too methodical.  
64% £45 (Issue 14)

**FINAL FIGHT** Capcom 1 player  
Look no further if you want a decent, varied and colourful beat 'em up.  
78% £42 (Issue 9)

**F1 CIRCUS** Nichitsu 1 player  
There are loads of options here but the viewpoint is too confusing.  
64% £45 (Issue 10)

**F1 EXHAUST HEAT** Ocean 1 player  
Nice Mode 7 racetracks but the game-play is a complete non-starter.  
59% £45 (Issue 12)

**F-ZERO** Nintendo 1 player  
This futuristic burn-up has to be seen to be believed! Heart-pumping stuff.  
91% £40 (Issue 5)

**GODS** Interplay 1 player  
A great-looking game with a nice mix of killing and puzzle-solving.  
80% £43 (Issue 15)

**HOLE IN ONE** Hal Labs 1-4 players  
Although this only has 18 holes, the smart Mode 7 graphics make up for it.  
75% £40 (Issue 11)

**HOME ALONE 2** Ocean 1 player  
This sprawling platformer is big, empty and contains nothing new.  
70% £45 (Issue 13)

**HOOK** Sony Imagesoft 1 player  
If you liked the film, you'll be disappointed with this standard platformer.  
64% £45 (Issue 11)

**JACK NICKLAUS GOLF** Trade West 1 player  
A potentially good game ruined by the fact that it's all so darned slow.  
59% £45 (Issue 11)

**JAMES BOND JUNIOR** THQ 1 player  
A ludicrous plot, and gameplay that manages to be even worse.  
42% £40 (Issue 14)

**JOE 'N' MAC - CAVEMAN NINJA** Elite 1-2 players  
Uncontrollable characters and it's too easy to finish, but it's still playable.  
72% £40 (Issue 9)

**JIMMY CONNORS TENNIS** Ubisoft/Blue Byte 1 player  
A superb, incredibly playable tennis sim. Even better than Super Tennis!  
93% £50 (Issue 15)

**JOHN MADDEN '93** EA 1-2 players  
Fans of American Football won't find a better conversion than this.  
86% £43 (Issue 13)

**KA-BLOOEY** Kemco 1 player  
A taxing puzzler, but not really worth the price tag or worthy of the SNES.  
69% £45 (Issue 13)

**KING OF THE MONSTERS** Takara 1 player  
A cross between Godzilla and WWF. Sounds fun but the novelty wears off.  
41% £50 (Issue 10)

**KRUSTY'S SUPER FUN HOUSE** Konami 1 player  
A bit gloomy for a 'Fun House', but good-looking and atmospheric.  
80% £40 (Issue 8)

**LEMMINGS** Sunsoft 1 player  
The squillion-year-old classic comes to the SNES and it's still fun and frantic.  
81% £43 (Issue 10)

**MARIO PAINT** Nintendo 1 player  
A user-friendly art and music package but it's far too limited. Disappointing.  
48% £70 (& SNES mouse) (Issue 10)

**MUSYA** Datam 1 player  
This Oriental arcade adventure has some neat bits but it's too boring.  
59% £45 (Issue 8)

**NHLPA ICE HOCKEY** Electronic Arts 1-2 players  
A realistic and easy-to-learn ice hockey sim which plays wonderfully.  
91% £43 (Issue 14)

**PAPERBOY 2** Mindscape 1-2 players  
Almost as bad as doing the real thing and just as tedious as Paperboy 1.  
32% £40 (Issue 10)

**PARODIUS** Konami 1 player  
A fun shoot 'em up with plenty to get your teeth into. Too easy, though.  
87% £54 (Issue 9)

**PGA TOUR GOLF** EA 1-4 players  
A nice user-friendly golf sim, with a simple layout and easy-to-use menu.  
69% £43 (Issue 11)

**PHALANX** Ocean 1 player  
A horizontally scrolling shooter with all the biz, but the action's patchy.  
59% £40 (Issue 13)

**PILOTWINGS** Nintendo 1 player  
Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!  
91% £40 (Issue 11)

**POPULOUS** Imagineer 1 player  
An excellent conversion of the god-game, but the novelty's worn off now.  
61% £45 (Issue 12)

**POWER ATHLETE** Kaneco 1-2 players  
Another SFI rip-off, and it's a pile of cack. The graphics are appalling.  
28% £45 (Issue 14)

**PRINCE OF PERSIA** Konami 1 player  
Very tough arcade puzzler. Lovely graphics and stunning animation.  
84% £43 (Issue 9)

**PUSH OVER** Ocean 1 player  
Tricky puzzler, but not as arcadey or as puzzley as it should be.  
68% £43 (Issue 13)

**RACE DRIVIN'** THQ 1 player  
Probably the worst SNES driving game ever. Pathetically slow graphics.  
17% £43 (Issue 12)

**RANIMA 1/2** Masaya 1-2 players  
A nifty best-of-three-rounds beat 'em up which wins no prizes for originality.  
67% £45 (Issue 10)

**RIVAL TURF** Jaleco 1-2 players  
Excellent two-player stroll 'n' beat 'em up with high-speed gameplay.  
70% £45 (Issue 9)

**ROAD RUNNER** Sunsoft 1 player  
Fab-looking, fast and funny, but it's awkward and ludicrously hard.  
75% £43 (Issue 15)

**ROBOCOP 3** Ocean 1 player  
A major disappointment, with poor graphics and non-existent gameplay.  
37% £40 (Issue 12)

**THE ROCKETEER** IGS Corp. 1-2 players  
Impressive to look at, with cinematic backdrops and nice, detailed sprites.  
28% £45 (Issue 7)

**RPM RACING** Interplay 1-2 players  
More of a tourer than a racer - it's far too slow to get the blood rushing.  
46% £40 (Issue 9)

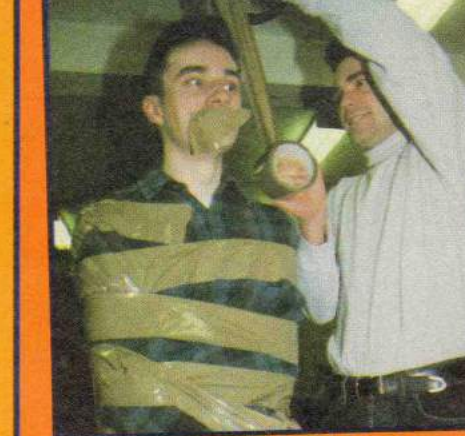
**SKULLJAGGER** American Soft. Corp. 1 player  
Bland scenery, basic animation and bog-standard action. Lacklustre stuff.  
61% £45 (Issue 13)

**SIM CITY** Nintendo/Maxis 1 player  
Possibly the best £40 you'll spend! A simple concept but a huge game.  
94% £40 (Issue 7)

**SOUL BLAZER** ENIX 1 player  
Similar to Zelda, and almost as good. Huge, atmospheric and pretty.  
89% £45 (Issue 12)

**SPANKY'S QUEST** Natsume 1 player  
Not bad but hardly worth the £40 price tag.  
54% £40 (Issue 12)

## OFFICE HOURS



Life in the TOTAL office, #5. Chris discovers that casting doubt on Jim's gameplaying skills is not a good idea.

**SPIDER-MAN AND THE X-MEN** Acclaim 1 player  
Die-hard Marvelites may enjoy this, but it's a very average platformer.  
67% £45 (Issue 13)

**SPINZIZZY WORLDS** Activision 1 player  
A wonderful puzzley arcade game with bags of variety.  
91% £45 (Issue 14)

**STREET FIGHTER II** Capcom 1-2 players  
Sound, graphics and gameplay in harmony. The best beat 'em up ever!  
94% £65 (Issue 8)

**STRIKE GUNNER** Activision 1 player  
A scrolling shooter with nice-looking ships but tedious gameplay.  
51% £45 (Issue 12)

**SUPER ADVENTURE ISLAND** Hudson Soft 1 player  
Ignore the groovy rave-style tunes - this is a very basic platformer.  
40% £40 (Issue 11)

**SUPER ALESTE** Toho/Compile 1 player  
Forget Axel - if it's vertical scrolling shooters you're after, this is the biz!  
85% £45 (Issue 12)

**SUPER BATTLETANK** Absolute Entertainment 1 player  
Like Desert Strike, but with tanks. Unlike Desert Strike, it's tedious.  
50% £40 (Issue 14)

**SUPER BUSTER BROS.** Capcom 1 player  
A Pang conversion, but with no two-player mode it doesn't really work.  
57% £50 (Issue 14)

**SUPER DOUBLE DRAGON** Tradewest 1 player  
Decent graphics, but, like the other DD games, there's no challenge.  
61% £45 (Issue 12)

**SUPER GHOULS 'N' GHOSTS** Capcom 1 player  
Lovely scenery and a challenge to knock your socks off.  
87% £40 (Issue 11)

**SUPER KICK OFF** Anco 1-2 players  
Too fast, too wild and control is too cumbersome. Super Soccer's still best.  
49% £45 (Issue 14)

**SUPER MARIO KART** Nintendo 1-2 players  
A highly original racing collect 'em up with Mode 7 split-screen tracks.  
82% £40 (Issue 11)

**SUPER OFF ROAD** Tradewest 1-2 players  
Weedy cars and samey tracks. Only as good as a head-to-head.  
53% £45 (Issue 7)

**SUPER PLAY ACTION FOOTBALL** Nichitsu 1-2 players  
Far too complex and uncontrollable for novices. Try John Madden instead.  
53% £45 (Issue 11)

**SUPER PROBOTECTOR** Konami 1-2 players  
Unbelievable graphics and out-of-this-world gameplay. Incredible stuff!  
80% £45 (Issue 9)

**SUPER R-TYPE** Nintendo 1-2 players  
Stunning graphics, but let down by shallow gameplay.  
71% £40 (Issue 6)

**SUPER SMASH TV** Acclaim 1-2 players  
Stupendously brutal, thrilling and rock-hard! The ultimate shoot 'em up!  
93% £40 (Issue 8)

**SUPER SOCCER** Nintendo 1 player  
Great visuals, a choice of teams and flexible controls, but it's unrealistic.  
80% £43 (Issue 6)

**SUPER TENNIS** Nintendo 1-2 players  
There has never been such a playable yet realistic tennis sim as this!  
96% £40 (Issue 5)

**SUPER WWF** Acclaim 1-2 players  
Even if you hate wrestling this'll wow you. It looks and sounds great.  
81% £40 (Issue 6)

**THE MAGICAL QUEST** STARRING MICKEY MOUSE 1 player  
Capcom  
Graphically stunning but the life span leaves something to be desired.  
81% £50 (Issue 13)

**THE IREM SKINS GAME** Irem 1-4 players  
Ignore the rather odd title - this is just another golf game, and it's dull.  
64% £45 (Issue 13)

**TOP GEAR** Kemco/Gremlin 1-2 players  
Fast, furious and fun, and the Mode 7 graphics are exceptional.  
93% £40 (Issue 9)

**TRUE GOLF CLASSICS** T&E Soft 1-4 players  
If it's realistic rather than playable golf you're after, give this a whirl.  
64% £42 (Issue 11)

**TURTLES IN TIME** Konami 1 player  
Good-looking and occasionally quite fun, but it won't get the pulse racing.  
63% £50 (Issue 10)

**ULTRAMAN** Bandai 1 player  
Poor animation and an almost total absence of gameplay. Dire.  
26% £45 (Issue 11)

**UN SQUADRON** Capcom 1 player  
Horizontal scrollers don't come much better than this!  
92% £43 (Issue 10)

**WING COMMANDER** Mindscape 1 player  
An alien-blasting flight sim with stunning graphics and thrilling combat.  
89% £45 (Issue 14)

**WORDTRIS** Interplay 1-2 players  
A nicely done puzzler, but it's not exciting or addictive enough.  
61% £45 (Issue 15)

**XARDION** Asmik 1 player  
Everything about this platform shoot 'em up is naff. Avoid, avoid!  
27% £45 (Issue 9)

**PILOTWINGS** Nintendo 1 player £40

Don't be fooled by the mellow soundtrack - this flight sim is definitely no picnic!



91% (Issue 11)

**TOP GEAR** Kemco/Gremlin 1-2 players £45

With serious speed, nitro injections, and a heavy challenge, this is in a class of its own.

93% (Issue 9)

**STREET FIGHTER II** Capcom 1-2 players £65

So, what's all the fuss about this Street Fighter II, then? Play it and you'll find out!



94% (Issue 8)

**SUPER SMASH TV** Acclaim 1-2 players £45

Can you handle this blood bath of a game? Super Smash TV is definitely not for wimps!

93% (Issue 8)

**UN SQUADRON** Capcom 1 player £45

For action and awesome graphics that will blow your mind, put your trust in the UN!



92% (Issue 10)

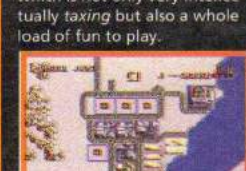
**F-ZERO** Nintendo 1 player £40

This is a 3D futuristic racer that every serious SNES owner should play at least once.

91% (Issue 5)

**SIM CITY** Nintendo/Maxis 1 player £40

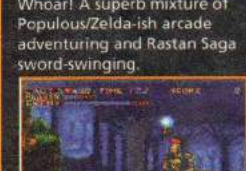
A top-notch strategy game which is not only very intellectually taxing but also a whole load of fun to play.



94% (Issue 7)

**ACTRAISER** ENIX 1 player £50

Whoa! A superb mixture of Populous/Zelda-ish arcade adventuring and Rastan Saga sword-swinging.



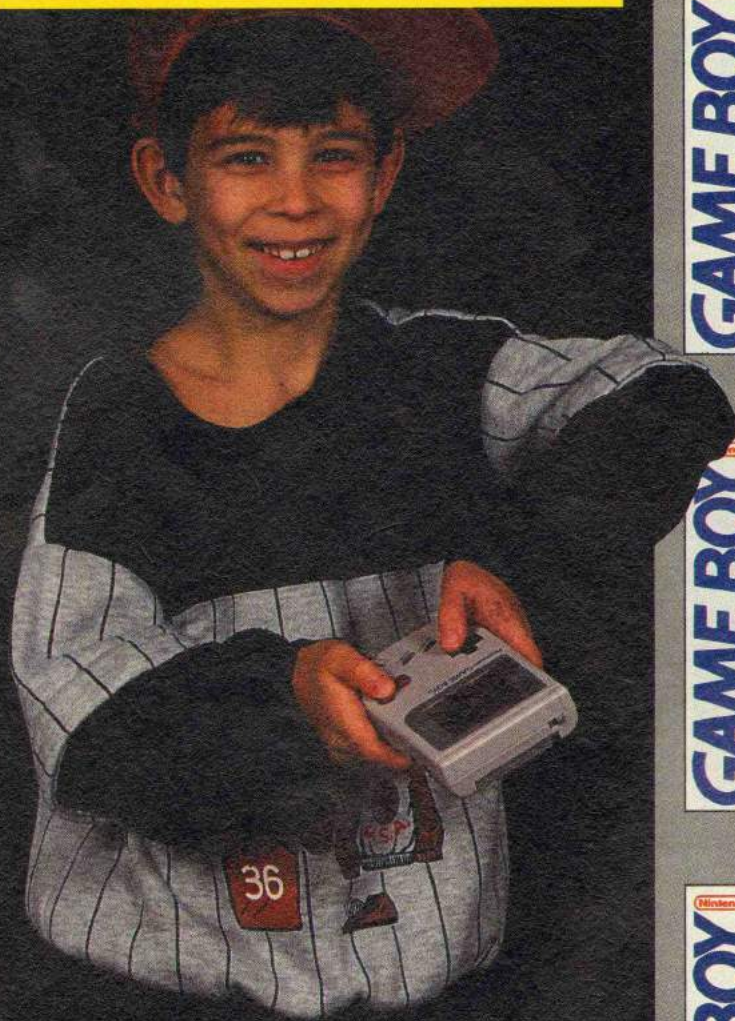
91% (Issue 12)



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And now for lovers of the arts, there's sport! Three footy games, plus your FREE TOTAL Door Hanger. Yowser.

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Cop our Robocop spesh! We got Robocop 2 on the NES and GB. Plus SNES Robocop 3 preview, plus FREE Roboposter!

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Star Wars! Battle toads tear it up on the NES and GB! Plus SNES Super Mario Kart, GB Parasol Stars and more!

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Mickey Mouse, Desert Strike, and John Madden '93! Er, hut!



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A fab Shoot 'em up guide, plus part 1 of our Zelda III tactix.



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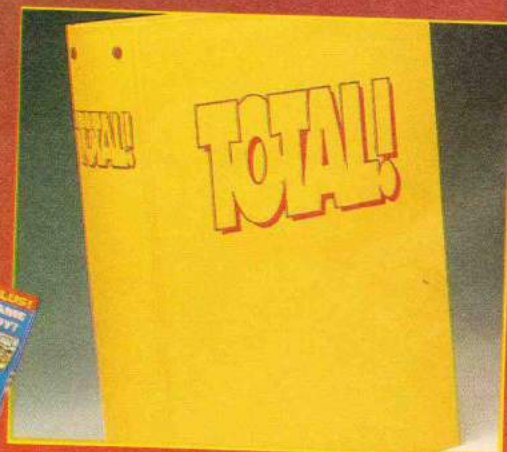
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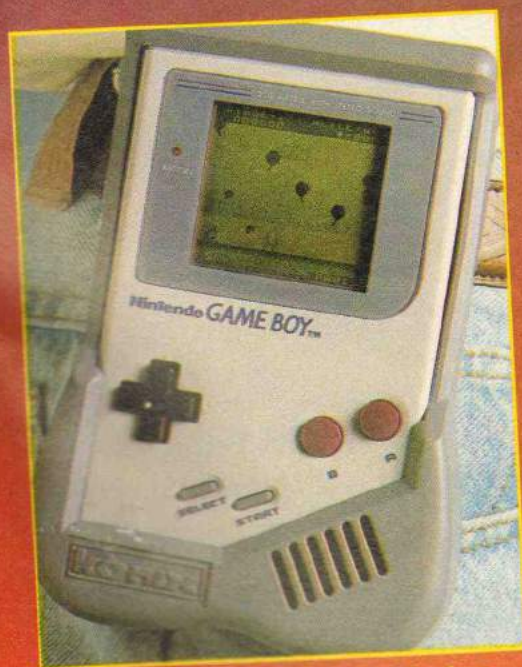
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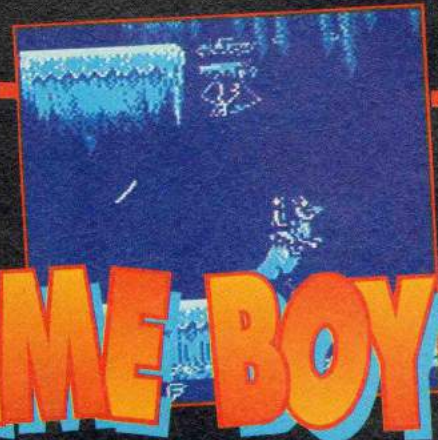
# TOTAL

**Eh? We've hardly finished issue 16 and you want to know what's in 17? You gotta be kidding! Oh... Well, here's our best guess...**



Good old TOTAL still supports everyone's fave eight-bit and next month we'll take a look at James Bond Jr., Eliminator Boat Duel, and we'll also have a player's guide to Faxanadu!

Hand-held gamers should tune in for reviews of The Empire Strikes Back, The Flash, Crash Dummies, Battle Of Olympus, Populous, plus a full player's guide to Super Mario Land 2!



Star of the SNES show is The Lost Vikings - a platform romp with horns! And while you're here, check out Terminator too (that's the first Terminator, not T2, okay?). Plus loads more!

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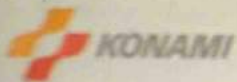
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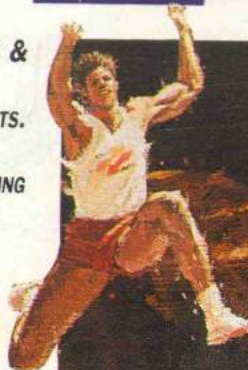
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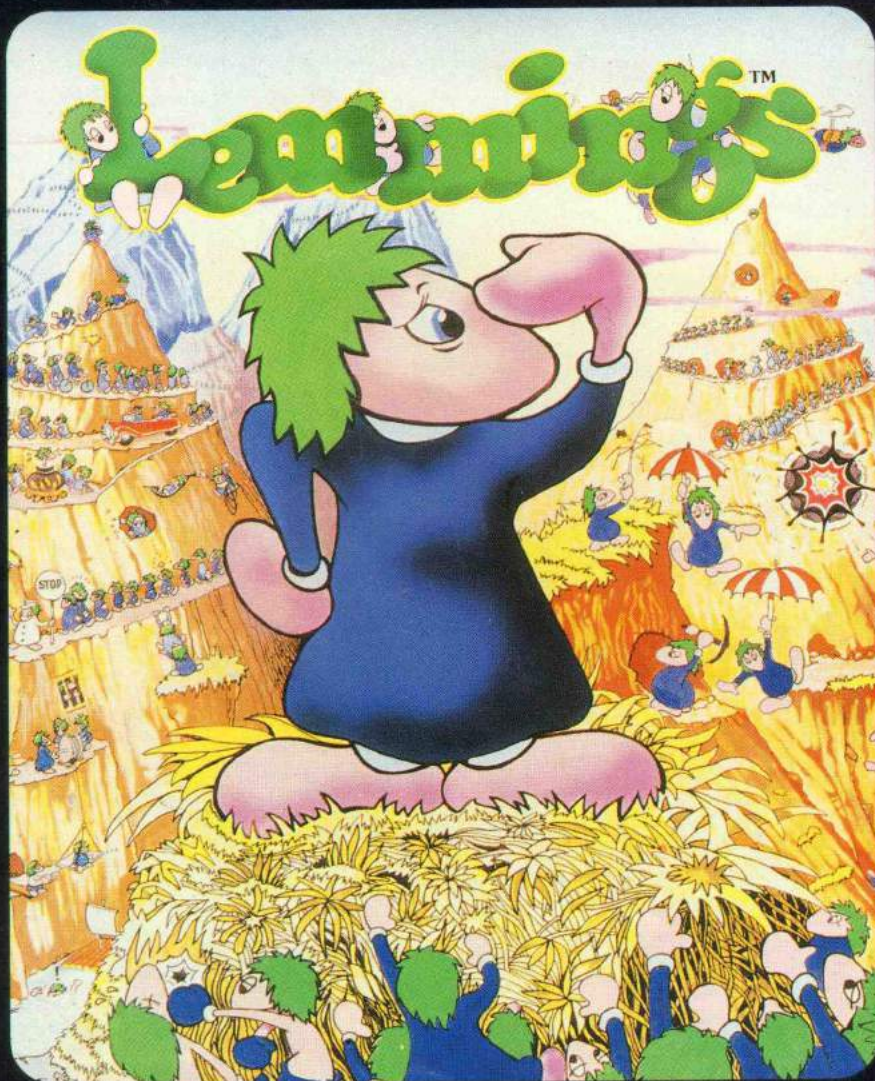


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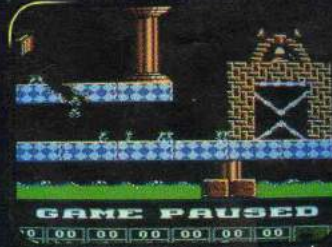
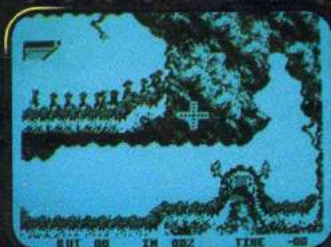




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